THE WORLD'S **ONLY** MAGAZINE FOR HAND-HELDS!

ISSUE 17 MAR 1993

HAND-HELD GO! VIDEO GAMES

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STAR WARS

FEEL THE FORCE ON GAME BOY!

INSIDE
- ALIEN 3
- MACDONALD LAND
- PREDATOR 2
- T2 ARCADE
- ROBIN HOOD
- STRIDER 2
- JOUST
- MORE! MORE! MORE!

GAME BOY GAME GEAR LYNX GT

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HAND-HELD GO! VIDEO GAMES

HURRAH! It's time once again for hand-held hilarity on a grand scale! We've really gone out of our way to bring you the very best games that portables have to offer – and if you don't believe us, just look at the line-up on this very page! Alien 3, McDonald Land and this month's cover game, Star Wars, all hit the headlines this month in the greatest mag for hand-helds you'll find – GO!

Things are just getting better and better for those of you who like to play as you stray – the quality of games is becoming higher each month! And who else can bring you all the hottest info at a price of exactly NOTHING? Nobody but GO!, of course! Enjoy this feast of hand-held fun and frolics, and see you next month!

PAUL RAND

GAMES IN THIS ISSUE!

ISSUE 17 MAR

6 ALIEN 3

It's back! And this time it's hiding in the best place of all - your Game Gear! But does this conversion of the Megadrive smash come to the Gear with style? Turn to that ***GO!*** Review to find out!

8 MCDONALD LAND

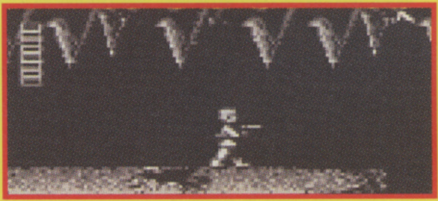
You've eaten the burgers! You've drunk the drink! You've bought the little plastic squeaky things! Now play the game! Can you save Ronald McDonald's magic bag – or would you rather be sick in it? Check out the full ***GO!*** Review for the full lowdown!

14 PREDATOR 2

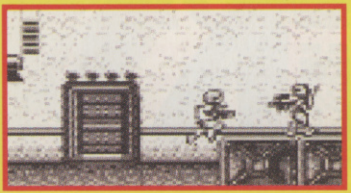
Hunting for a good shoot 'em up can b e tricky. But here's another alien terror for your Game Gear! The film was one of the more disappointing sequels, but can this GG offering put matters right?

18 STAR WARS

The film may be fifteen years old, but Star Wars fever is still alive and kicking! Join the lad Skywalker and friends in a convert of the best sci-fi movie ever!



Can Luke find his friends, use the Force AND save the universe? Check out Star Wars and find out!



The hottest title ever to hit the Boy, Star Wars is reviewed this very issue!

20 STRIDER 2

It was some time ago that Strider wowed gamers in the arcades and in the home and, now the Game Gear sequel is upon us, will it maintain its high pedigree? Only ***GO!*** can tell you!

22 ROBIN HOOD

Take on the nasty old Sheriff of Nottingham in this latest Game Boy adventure! How does Robin Hood fare in this definitive ***GO!*** Review? Read on and we'll tell all!

24 T2 - THE ARCADE GAME

The graphically stunning but rather basic arcade shoot 'em up comes to the Game Boy! Think you can handle a mimetic poly alloy? Turn to the Review and find out, why doncha?

★★★

EDITOR: Paul Rand ART EDITOR: Jenny Abrook TINY TOONS: Paul Anglin Steve Keen AD MANAGER: Jim Owens PRODUCTION ASSISTANT: David Nye MANAGING EDITOR: Steve James ROTUND GOONER: Garry Williams MANAGING DIRECTOR: Terry Pratt PRINTED BY: Kingfisher Web COLOUR BY: PrePress, London EC1 and Colourtech, London E2. GO! EDITORIAL AND ADVERTISING ADDRESS: GO! Towers, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. TEL: 071 972 6700 FAX:071 972 6701 HANDY TIP: Drink a pinta milk a day COPYRIGHT WARNING: Please don't rip us off - it's not a nice thing to do.

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And that's our totally unbiased opinion

THE UK'S NUMBER ONE SEGA MAGAZINE
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EXCLUSIVE! ROAD RASH 2
'AVE SOME OF THAT!
SONIC 2 REVIEWED
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Well, alright, maybe we are a teeny bit influenced, but let's face it, what other mag gives you such hot news, such stunning previews and as many fantastic in-depth reviews of the latest games as MEAN MACHINE SEGA does?

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MEAN MACHINES really is that good and it's in all good newsagents now priced £2.50

NEWS

THE EMPIRE INVADES GAME BOY

Before you read this, have a quick look at the review of the amazing Game Boy Star Wars on page 14 of GO! Now get ready for something even more amazing – the sequel is coming to Game Boy as well! The Empire Strikes Back is basically going to be a black and white version of the recent NES version, and as you can see it's looking good. The plot has remained faithful to that of the film, which means it'll be blasting at AT-AT's ahoy! The most surprising news is that the creator of the original Game Boy masterpiece, Ubi Soft, is making way for Capcom to do this sequel! The amount of Star Wars interest is at a real high at the moment, and hopefully it won't be too long before we see a GB convert of Return Of The Jedi – and that should be a happy day, we can assure you.

TETRIS IN A FOUR-SOME!

4-IN-1
SOUND
DEMO
ON/OFF
START PAUSE
HEIGHT
SPEED
SUPER BRICK

Okay, hands up anyone who remembers those LCD hand-held machines with one game on board? Yeah? Well, get ready for a LCD thing with four different games! The machine is known as the 4-in-1 Super Brick. It contains four different forms of Tetris in one handy (not to mention very portable) white box. The differences come in the form of four directions of play. As whiffy an idea as it may at first sound, it actually adds a great deal to the gameplay – try playing Tetris from left to right instead of top-down; it really throws you. Most of the controls work in the same way as Tetris, but there are four buttons to rotate the shape, rather than a pad. There are eleven difficulty settings and nine different speeds, so you can always whack up the challenge if you start getting a bit talented.

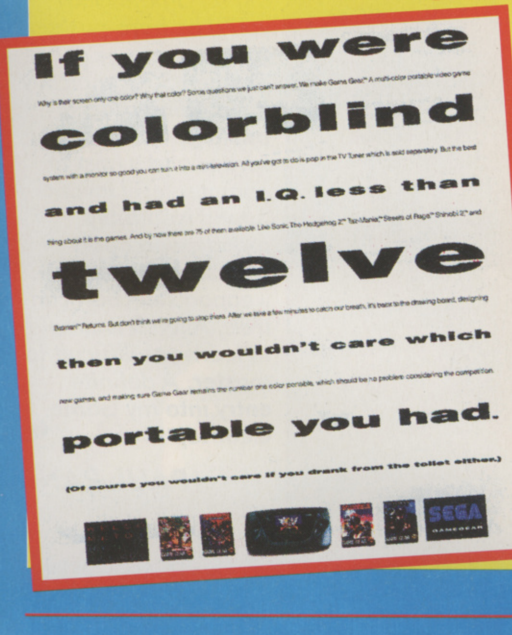
Manufacturer Ross International is selling the machine for a paltry £20 – it may seem a lot, but just think how long you could play Tetris for and then remember that this has four versions!

IT'S WAR - AGAIN!

As you're all well aware, Sega and Nintendo have been exchanging blows over the Game Gear and Game Boy for quite some time now. There have been been races to get the biggest licences, competitions to get the most add-ons and advertising campaigns to end all advertising campaigns.

But at least they've managed to steer clear of actually verbally abusing each other - until now!

Nintendo had a wonderful little ad in GO!'s parent magazine CVG, the wording of which went something like this: 'Why did the Hedgehog cross the Road? To get to Super Marioland 2'! If that wasn't outrageous enough, Sega have produced a direct response to that: 'If you were colour blind and had an IQ less than twelve then you wouldn't care which portable you had (of course you wouldn't care if you drank from the toilet either)'! Now why did Sega stop there? Why didn't they just go the whole hog and say that they think Game Boys are crap! If you ever get to read the rest of the ad you'll see that they don't stop very short of doing just that! We say IF you ever get to see the ad, 'cos it's from an American mag and will probably never be printed in this country, as we have pretty strict laws about that sort of thing over here. Too right, we say!



If you were

Why is their screen only one color? Why that color? Some questions we just can't answer. We make Game Gear.™ A multi-color portable video game

colorblind

system with a monitor so good you can turn it into a mini-television. All you've got to do is pop in the TV Tuner which is sold separately. But the best

and had an I.Q. less than

thing about it is the games. And by now there are 75 of them available. Like Sonic The Hedgehog 2,™ Taz-Mania,™ Streets of Rage,™ Shinobi 2,™ and

twelve

Batman™ Returns. But don't think we're going to stop there. After we take a few minutes to catch our breath, it's back to the drawing board, designing

then you wouldn't care which

new games, and making sure Game Gear remains the number one color portable, which should be no problem considering the competition.

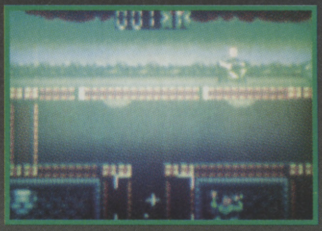
portable you had.

(Of course you wouldn't care if you drank from the toilet either.)

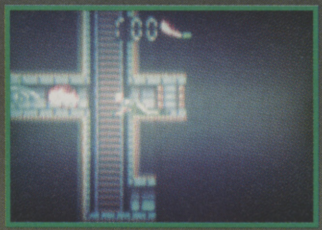
REVIEW

Not too long ago, Alien 3 was let loose on the Megadrive and caused a real stir in the console world. Now the game has found its way onto the Game Gear and promises to be a monster success! Alien 3 follows the plot of the movie almost to the letter. Ripley has landed on a hostile prison planet called FIORINA 161. Unfortunately, so has one of the dreaded xenomorphs who could kill the planet's inhabitants. Ripley must destroy the aliens once and for all. But that's after she's rescued all the prisoners!

GAME GEAR- £27.99



Phew! Not an alien in sight.

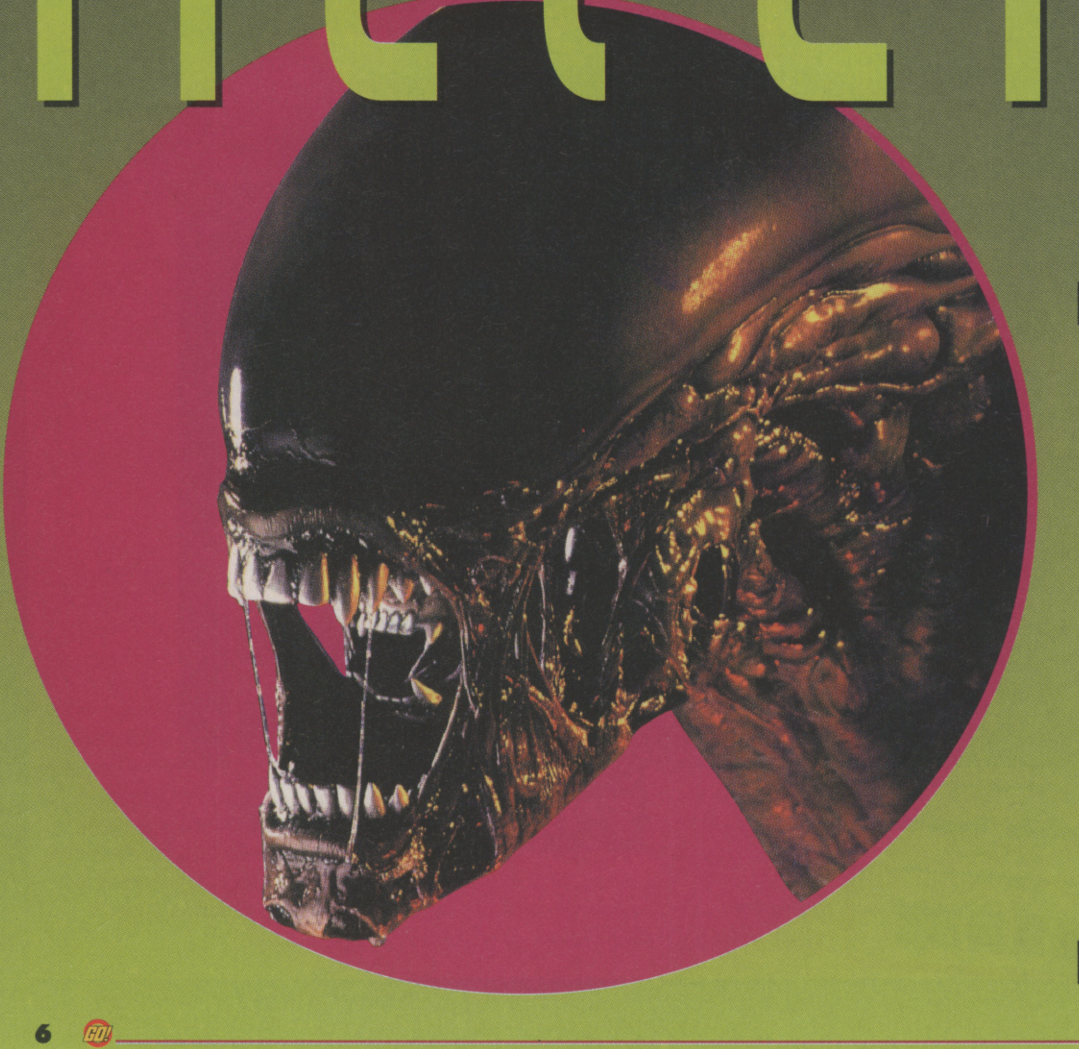


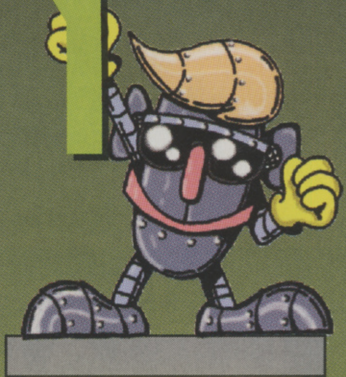
Toast that xenomorph!

IT DON'T MATTER AS LONG AS IT'S OCTARIAN

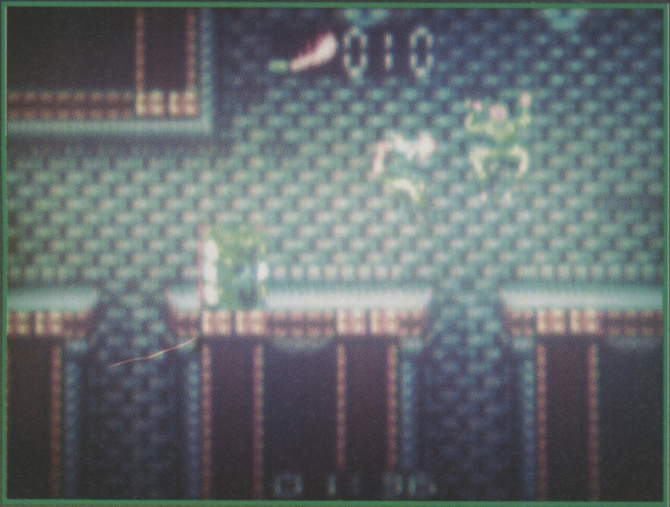
Alien 3 may be a real killing fest, but it's by no means mindless violence. The positioning of some of the prisoners means that you have to think strategically and keep an eye on the timer. Trying to find the exit before your time limit expires can have you running around frantically, only to see you buy it right at the door. But those are the ups and downs of the alien extermination business for you.

ALIEN³





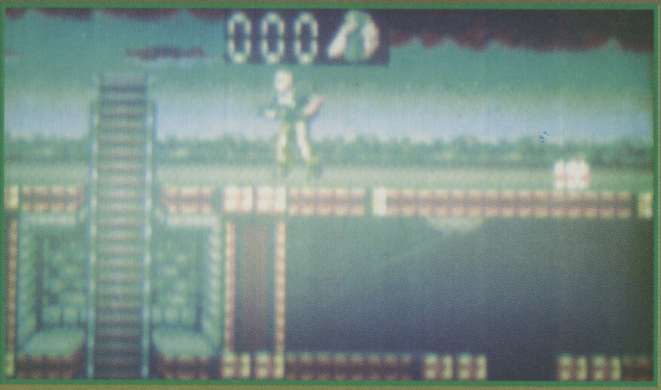
> *If it's high-quality action you're looking for on the Gear, you'd be hard-pushed to find a cart as good as Alien 3. Graphically it's nothing short of brilliant, with super sprites and a host of complex level layouts. Sound is suitably moody, and apart from the slightly iffy weapon selection controls, Alien 3 is simple to learn yet difficult to master. A definite entry into my Game Gear top five!*
>
> ***PAUL RAND***



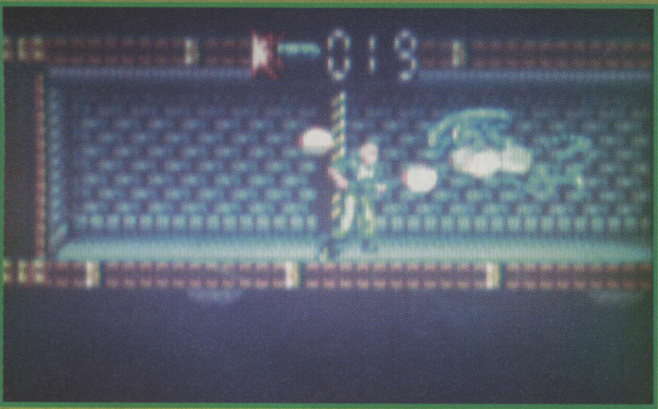
Whoops - that's one less prisoner to rescue!

HAVE YOU EVER BEEN MISTAKEN FOR A MAN?

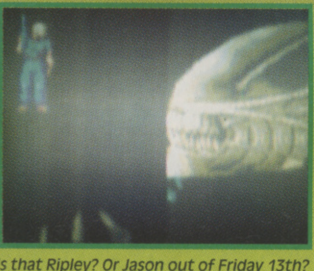
Your handiest piece of kit for bringing total destruction to the alien clan is probably the motion tracker. Although it doesn't kill anything, it provides you with info on any cack that ahead. Prisoners are shown as white dots, and the aliens will appear in pink. It's essential to use the motion tracker when moving around in the dark tunnels, as you can't see further than two feet in front of you.



(Top) Pick up those goodies on the left – they'll give you loads of ammo.



These lads can leap!

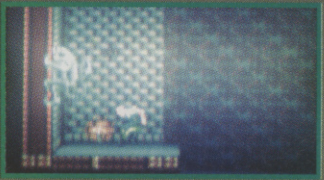


Is that Ripley? Or Jason out of Friday 13th?

Flip me! A secret room.

YEAH MAN, IT'S THE DRY HEAT

Unlike the poor prisoners of the movie, young Rippers is armed with a little more than just harsh language. You carry a total of four different weapons – there's the grenade launcher, the obligatory Pulse Rifle, hand grenades and a nice flame thrower for those close encounters of the slavering kind. You start off with no ammo in any of your weapons but make a few swift pick-ups and you'll be well stocked up for a killing spree to end all killing sprees.



Here's an alien, just hanging around.

Get Ready
Level 1
3 tries left

Find them – before they find you!

> *I loved the Megadrive version of Alien 3, but I wasn't really sure how well it would translate onto the Game Gear. Thankfully a top notch job has been done. Sprites and backdrops are excellent, and the action is never ending! The only slight niggles I have are that the control system takes a little getting used to and changing weapons can be a bit tricky, but it's still a great title.*
>
> ***PAUL ANGLIN***

I PREFER THE TERM ARTIFICIAL PERSON MYSELF

The onus in Alien 3 is not entirely on blasting the alien scumbags; there's also a fair bit of rescuing to be done. But don't expect fair maidens to be lowering their hair down the tower so you can climb up – it's a little more tricky than that. The prisoners are dotted around the various maze-like levels, and you've got to find every single one before escaping to the next stage. Apart from eye contact, the only way to spot the prisoners is by using your trusty motion tracker.

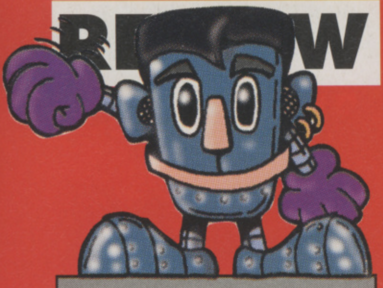
GAME OVER MAN, GAME OVER

When you first begin your quest you will be ammo-less, but there are plenty of pick-ups lying around to endow your killing instruments with a bit of venom. Items include such delights as extra ammo, bonus points, extra lives and batteries for your motion tracker. Most are scattered around on the floor, but some of the more valuable ones are hidden in secret rooms.

In space, no-one can hear you scream!

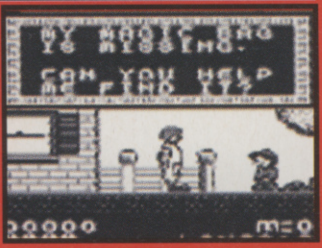
9 LOOK	8 SOUND
8 FEEL	9 VALUE

92 OVERALL

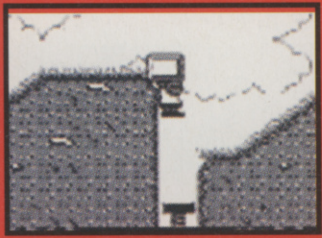


❛ This is a highly original and completely novel concept for a platform game – ooh, wait a bit – no it isn't! McDonald Land looks incredibly like Super Marioland! That said, McDonald Land is a top game which, although totally lacking in originality, is chock-a-block with challenging and addictive gameplay. Definitely one of the better platform games on the Game Boy and worthy of your attention – it's a damn sight harder than its play-a-like, too! ❜

PAUL ANGLIN


MY MAGIC BAG IS MISSING.
CAN YOU HELP ME FIND IT?

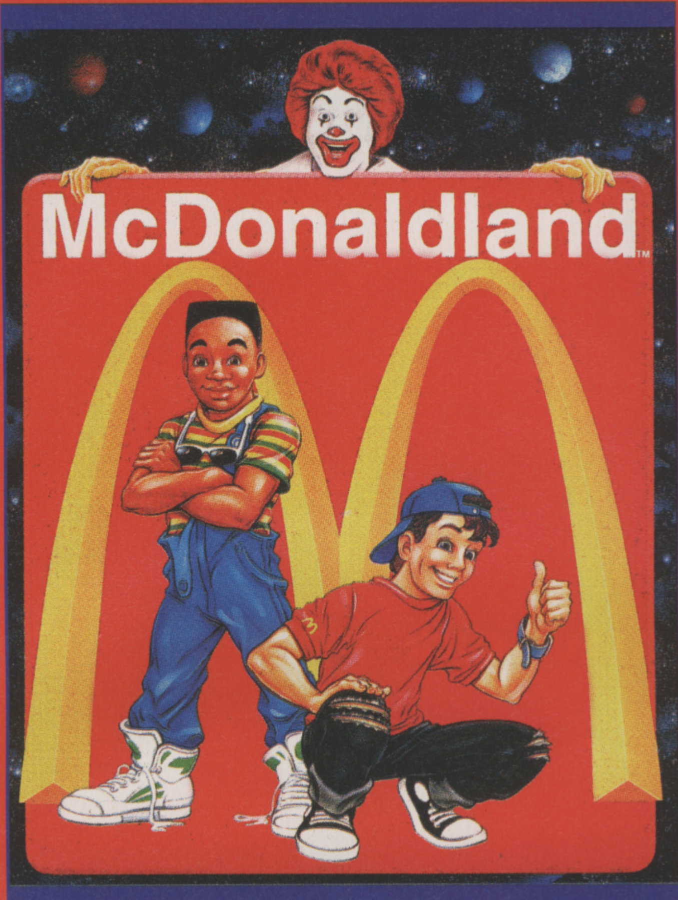
Remember kids – never talk to strange men wearing red wigs.



You must leap and jump or you'll look a right chump.

SPECIAL SAUCE

Although the young lads in McDonald Land are a dab hand at jumping onto platforms, they sometimes need a little help; they're only small chappies after all. Help is at hand, though – by pushing the Select button you will perform a mega jump, which will propel you around twice as high as a normal jump. The only problem is that you only receive one per life, so make sure you use them wisely.

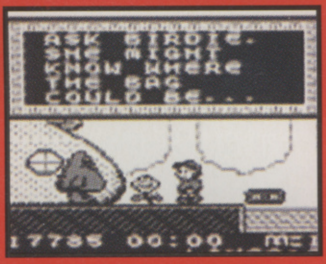


What do you associate with McDonalds? Fine nouvelle cuisine served with a friendly smile and the minimum of fuss, perhaps? Or maybe the fun of taking away a scrummy Big Mac to eat as you walk along the sandy beach? Not according to Ocean, who reckon that McDonalds conjures up thoughts of a world laden with platforms and snail-type nasties, all guarding Ronald McDonald's magic bag. And all this naughtiness is down to the rotten Hamburglar, who's stolen Ronald's bag and hidden it somewhere in McDonald Land. Unfortunately, Ronnie is far too busy entertaining kids at his fast food emporiums to search for it, but luckily he's been able to call upon the help of his young friends, Mick and Mack. So off go the young pair in search of Ron's magic bag – and if they get back in time for tea they may even get dinner on Ronnie, as it were.

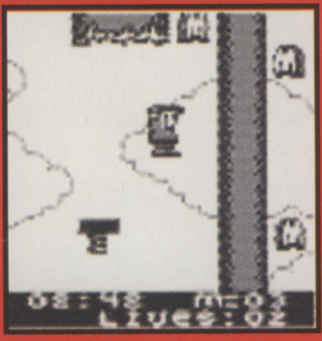
GAME BOY- £24.99

TWO ALL-BEEF PATTIES

Although this is their first hand-held excursion, the Mac lads have even appeared on the odd home format as well! Making their original outing on the good old NES under the same title, the boys have now upgraded and taken part in a soon-to-appear Megadrive platformer under the name of Mick and Mack: Global Gladiators, a game which sees the pair trading in their block-throwing antics for an all-out slime-gun attack on environment-destroying nasties! Talk about nineties men, eh?


ASK BIRDIE.
SHE MIGHT
KNOW WHERE
THE BAG
COULD BE...

'Allo, Fat Bloke.

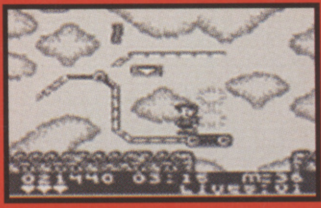


(Above): Hands up if you use Right Guard.

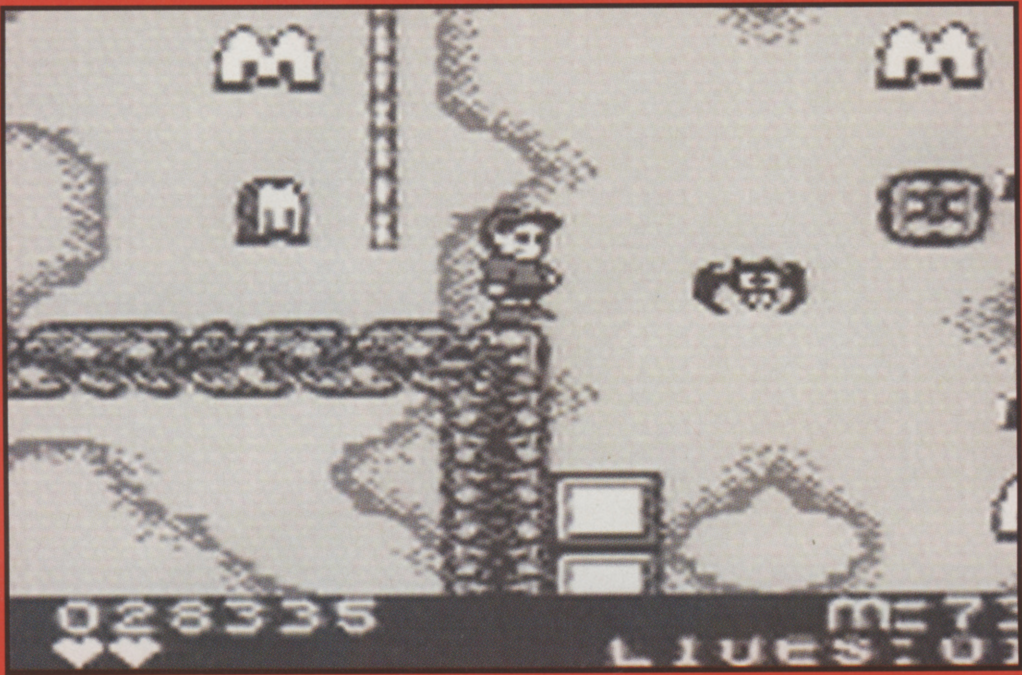
(Below): Here we see our hero, erm, standing around doing nowt.

MCDONALDS MAKES YOUR DAY

Unlike certain platform heroes before them, the young McDonald lads don't have special magic, so this means that bouncing on baddies to kill them is out. So what do they do – stare nastily at the bad guys? Nope. There are loads of blocks lying around that you can pick up and lob at the oncoming milkshake mutants; most enemies will only take one hit to kill, but be warned – the blocks aren't exactly the easiest things in the world to aim.



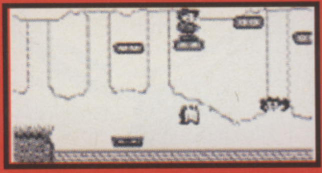
I think this monorail has seen better days.



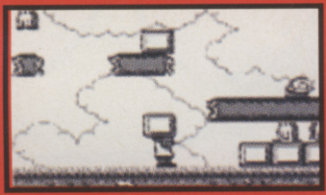
Hold on a minute – when did we get to Transylvania?

ANNOYING BITS OF GHERKIN

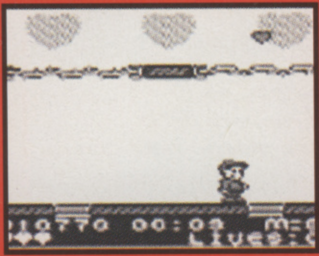
As well as Ronald McDonald, there are a few other McDonald-esque faces in there. That beef-snaffling Hamburglar crops up every so often – he's the fiend who nicked the blasted bag in the first place. Grimace appears quickly to give you some really useful information – not! And that most famous of burger-related stars, Birdie, gives you some idea of where that famed, not to mention magical, bag actually is.



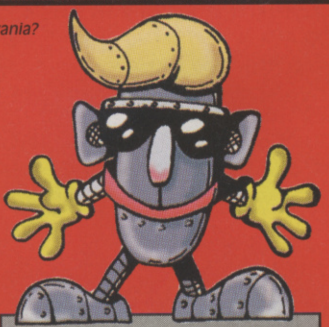
Ah yes, a familiar sight in McDonalds these days.



Snails – pah! I've got a wooden block.



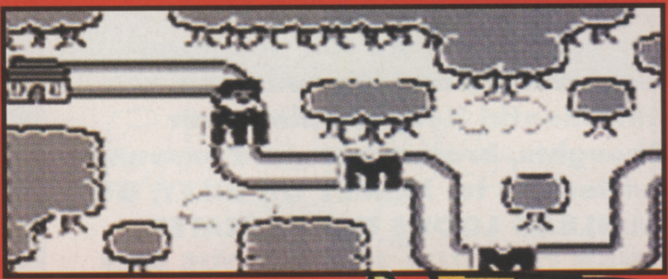
We've heard of hearts fluttering, but this is a new one on us!



> ❛ *Swap Mario for either Mick or Mack, shove a few 'M' signs in here and there and you've basically got Super Mario Land! Actually, this is a much more difficult game than that starring the infamous plumber, and although it's not as good graphically (sprites and backdrops look a little rushed) the game certainly wins the battle in terms of play. If you're after a laugh, give it a bash!* ❜
>
> ***PAUL RAND***

THE SIGN THAT SAYS YOU'RE WELCOME

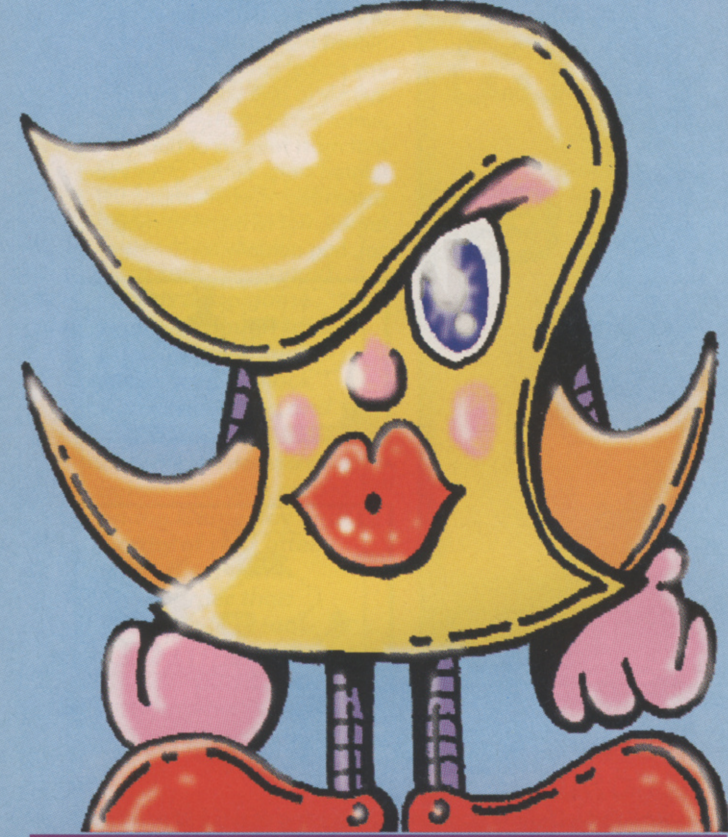
When playing McDonald Land, a slight feeling of deja vu can creep in every now and again. The layout of the maps, platforms riding on rails, collecting icons to gain extra lives..hang on a minute! This is flippin' Super Marioland on Game Boy! Well, not quite, but there are some uncanny coincidences in there. I mean, the way the Mac lads ride the platforms, hit the switches to change the tracks and move the platforms in different directions seems a little familiar, wouldn't you agree?



7 LOOK	7 SOUND
8 FEEL	8 VALUE

89 OVERALL

MAILBAG



It's that GO! Mailbag time again, so take my hand as we go on a journey into the wide blue yonder we call 'the hand-held world'; and it's questions ahoy this month! Keep sending your thoughts, brain waves and unsound witterings to: BLIMEY OH RILEY; GO! MAILBAG LOOKS EVEN GREATER THAN ITS USUAL ILLUSTRIOUS SELF THIS MONTH, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. And while we're on the subject of sending things, I've got a special job for each and every one of you – send me some hand-held related piccies! Free game's are available for the best!

TWENTY QUESTIONS

Dear ***GO!***

I am thinking of buying a hand-held and I have my heart set on the Game Gear, but I need these questions answered,

1) Will Streetfighter II come out on either the Game Boy or Game Gear?
2) Do you recommend the Game Gear battery pack?
3) Is Lemmings any good on Game Gear?
4) What size batteries does the Game Gear take?
5) Do you recommend rechargeable batteries for the Game Gear?
6) Which is better – Prince of Persia on Game Gear or Game Boy?
7) Will the TV Tuner's price drop?
8) Will UK or American games be compatible with the Australian Game Gear?
9) If not, will convertors be available?
10) Is the Game Gear's screen backlit?
11) Is Streets of Rage any good on the Game Gear?

Sorry this letter has dragged on a little.

Andrew Lesnewski, Victoria, Australia.

PS Congratulations on a totally brilliant mag.

1) Never in a month of Sundays.
2) Yes, but it's a tad large.
3) It's a veritable treat!
4) Pencil batteries – AA or HP6
5) Yes – they'll save you stacks of cash.
6) Game Gear – just!
7) It already has, from £74.99 to £59.99.
8) We believe so – US and Jap carts work in UK machines, so Aussie GGs should be able to take them too.
9) Highly unlikely.
10) Yes.
11) Yes.

EMERGENCY

Dear ***GO!***,

Please can you help? I have a Sega Game Gear and have accidentally scratched the screen. Is there anywhere you know of that could get me a replacement screen? I don't care if you laugh at me, just please help!

Pete Ruff, Bedford.

Shekhana Consoles are the guys you want. Call them on 081 891 9412 and they should be able to help you.

SAD MAN OF THE YEAR (ALREADY)

Dear ***GO!***,

I was reading an article in an April issue of your fine mag about an attachment for the Game Boy. It was called Game Plus and was compatible with Streetfighter II and other games. Please could you give me information on this attachment and when Streetfighter II is coming out?

Nick Jackson-Smith, Newark, Notts.

You sad man! The piece of kit you're referring to (and the game, for that matter) was our last piece of April 1st japery! Don't you feel daft now? And what's worse is that it took you eleven months to write this letter! All together now – DOH!

NINTENDO FAN CLUBS R US

Dear **GO!**,

I'm writing to ask you a whole bunch of questions:
1) What is the release date for the colour Game Boy if there is one?
2) Will you be able to use accessories and games released for the old one?
3) How much will the colour Game Boy cost?
4) Will Streetfigther II come out on the NES?
5) Will there be any more Mario games for the NES?
6) What is your personal opinion of the Game Boy?

Paul Telling, Swindon, Wiltshire.

PS I loved January's issue of CVG and GO!
PPS Say hello to my school tutor, Mr Lockett, and tell Ben Morkot that he's a Dorma.

1) There hasn't been an official date yet, but it should be sometime this year, or so we're told.
2) We doubt it.
3) Dunno, mate.
4) There is actually an unofficial version in Japan called Powerfighter and, although it doesn't contain all characters, it's pretty smart. Shame it's highly illegal, really.
5) I wouldn't be surprised.
6) it's a rooting, tooting, lolly-looting hand-held.
PS I'm glad.
PPS Hello Mr Lockett, and Ben Morkot, you're a Dorma, whatever that means.

THE BIT BIT

Dear **GO!**,

I think your mag is more skill than ever, but I have a major question which, if answered, would take a great weight off my shoulders. You see, my friend seems to think that the Lynx is not 16-bit. But on the package it came in and in loads of letters I'm told that it is 16-bit. Please could you solve this problem for me, as it has been causing me sleepless nights.

Neeraj Dhanani, Middlesex.

PS Could you review Pitfighter or Lemmings for the Lynx?

The main processor (which is what everyone talks about when they say 16 or 8-bit) is actually a customised 8-bit chip. So there you go.

IRISH AREN'T THICK

Dear **GO!**,

I am sick of people writing to GO! and calling the Irish thick, like the person who calls himself the Terminator La. For starters, the best darts player in the world at the moment is Irish; two very good snooker players, Dennis Taylor and Alex Higgins, are both Irish - and have you ever wondered why the Irish leave school with eight or nine GCSEs? It's because they have brains. I also disagree with the point that you just plug Game Gears into an adaptor. The idea of a hand-held is that you can take it anywhere using batteries. And yes, I have seen a Game Gear in action – they're crap.The Lynx is a thousand times better than the Game Gear with true 16-bit graphics.

David Green, Carlisle, Cumbria.

I refuse to enter into this argument.

LYNX LINK UPS

Dear **GO!**,

Firstly, I would like to confirm that your magazine is fabulous. In the issue which you compiled the Lynx Top Ten, I was disappointed to see that Toki was not included. I own this game and it's brill. Anyway, please could you answer the following questions for me:
1) When will the Lynx/Game Gear convertor be released?
2) How much will it cost?
3) When using the convertor, will the TV Tuner work on the Lynx?
4) Will WWF Wrestlemania be released on the Lynx?
5) Is Dirty Larry the business?
6) Is the car adaptor any good?

7) How do you make your magazine so amazingly good?

Tom McLaren, Scotland.

1) We haven't had a definite date yet - when we do we'll let you know.
2) Again, we wait with bated breath.
3) No.
4) Not as far as we know.
5) It's not bad, if a bit too much like Batman Returns.
6) If you've got a car it's great!
7) Hard work - pure and simple.

MORE QUEZZIES

Dear **GO!**,

1) When will Streetfighter II be out on the Game Gear?
2) Will there be a convertor which allows Megadrive games to be played on Game Gear?
3) Is Streetfighter 92 as good on the Megadrive as everyone says?
4) When will the Game Genie be out on Game Gear?
5) Will Super Wrestlemania be released on Game Gear?

PK Davies.

1) About the same time that Viewpoint comes out on Game Boy.
2) Sad question of the year; of course not!
3) Dunno - it's not been programmed.
4) Don't know yet, but there's bound to be one.
5) Not that I know of.

I'M SO DIZZY...

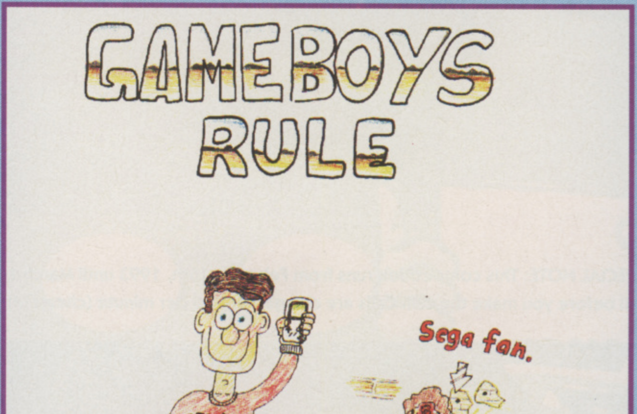
Dear **GO!**,

After trying to find a mag that covers my Lynx, I opted for CVG and GO! because they're classy and good value for money. Now for a few questions about my hand-held.
1) How can there be a convertor to play Lynx games on the Game Gear, because the Game Gear is only 8-bit?
2) Could you please review Lemmings and Pitfighter for the Lynx?
3) Is it true that the Dizzy games and Super Off Road are coming to the Lynx?
4) What games are likely to be released on the Lynx this year?

Gareth Evans, Wiltshire.

PS Make the mailbag bigger.

1) It's amazing what these sprocket types can do!
2) When they're both finished, you'll see 'em both in GO!
3) Super Off Road is on it's way.
4) Absolutely loads!



£500 GAMES GIVEAWAY!

WIN AN INCREDIBLE £500 WORTH OF GAMES FOR YOUR HAND-HELD!!

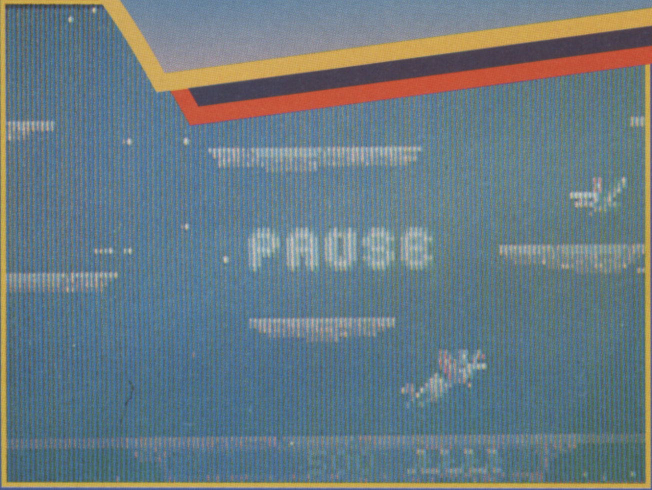
DINOLYMPICS
©1992 ATARI CORP.
MUSIC ON

Yes siree! Here at GO! Towers we've gone even madder than our usual mad selves! We're giving away – yes, GIVING AWAY – a fantastic **FIVE HUNDRED POUNDS** worth of games for whichever hand-held you own! If you're the proud owner of a Game Boy, Game Gear, Atari Lynx or PC Engine GT, you could well find yourself with bags of well-hard software for your machine that could last you for ages! What do you have to do to walk away with the greatest games library on Earth? It couldn't be simpler! Just phone the special GO! Hotline number and answer the ridiculously easy questions. Then leave your name and address at the end of the tape and just wait to see if you're the spawny get who gets queues at his door every morning with people asking to blag that half-a-grand worth of games!

SPECIAL NOTE: This competition runs from February 15th, 1993 until March 14th, 1993. Please make sure that you have the permission of whoever pays the phone bill before you make the call. Calls are charged at 36p per minute (cheap rate) and 48p per minute (all other times). Your call will last no longer than four minutes.

0891 900 081

JOUST



Let the jousting begin!

Joust is not a new game. If it were a car it'd be a Ford Prefect. If it were a chicken it'd be past its sell-by date. But, customised from the old Atari coin op where it began its life many years ago,Joust's success in cabinet form was mirrored by its disk-based form. Its true strength lay not in the thumbnail graphics, nor especially in the poor sound but in its simple yet addictive gameplay. Just fly around a few platforms and bash the baddies from above with your lance. Got it? It's really that easy.

LYNX - £29.99

UP,

What you must do is to work your way through each level is to best each of your opponents by out-jousting them. The winner of any joust is the rider and mount who manage to make contact with an opponent – but you have to joust them above their lance or you loose. If you make a good contact, the rider falls to earth and becomes and egg which scrambles towards the dirt. Catch it before it hits the floor and get a bonus. Let it hit and remain there long enough and the egg will hatch into a new rider and a new mount will scramble towards him.

JOUST

JOUST®
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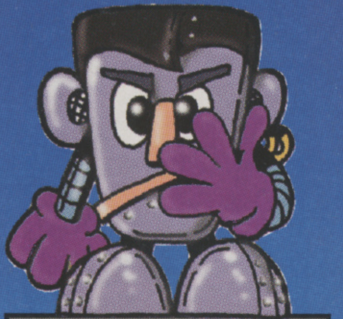
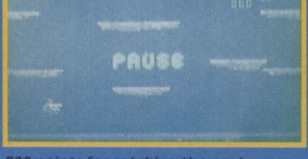
WILLIAMS ELECTRONICS
GAMES, INC.
COPYRIGHT 1982

As you can see, when we say a game is a little long in the beak, we mean ancient! Were you even born in 1983?



> I remember when this first appeared on the ST and even after all these years, its timeless appeal still lies in the simplicity of the gameplay and the Lynx has captured much of the familiar feel of the original. Sprites are very small but this game was never written for such a small screen. Looks easy, plays hard...
>
> **PAUL ANGLIN**



500 points for catching the egg!

Variety just isn't tops in Joust!

UP AND...

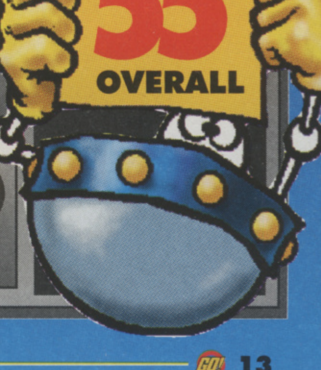
Flying is a simple affair – not using the Pegasi of the coin-op but a weird looking flying ostrich-cum-Bernie Clifton monster. You simply press a button to flap its wings giving various amounts of lift and use left and right to direct your flight.

Fast turns at speed are impossible though, as their are no brakes on board your beast and once you're up to any speed, stopping and turning either in mid-air or even on the ground, is a feather-ruffling affair that would even give Bernard Matthews goose bumps.

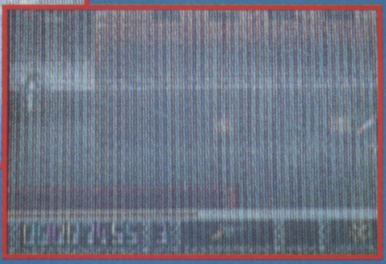
AWAY

Once you're happy with the concept of flying chickens (normally you'd have to buy them a plane ticket or name them something like Montgolfier), then you can get stuck into a meaty little game. Levels progress easily.

6 LOOK	6 SOUND
7 FEEL	6 VALUE



This year's looser of the Beautiful Baby Alien contest is Mr P Redator II. One ugly little mother...

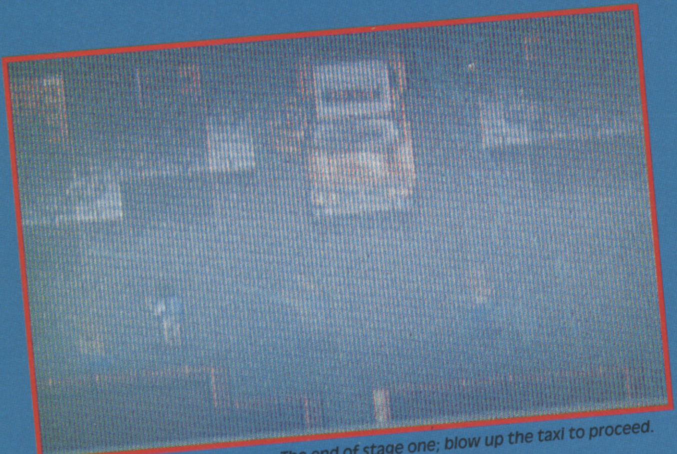


Lightweight pistols carry no weight on these heavy streets!

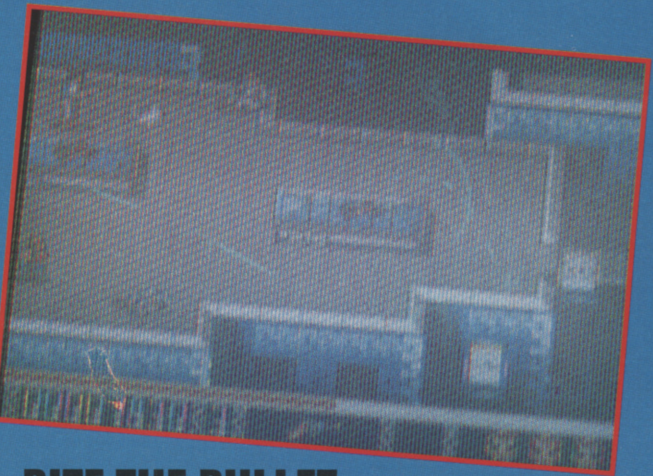
PREDATOR

The Predator is the most awesome fighting alien ever seen; a mutant big-game hunter who's travelled across the galaxy, collecting skulls and bones from every species of life imaginable. This critter is tough – the kinda guy that the Alien's mother threatened him with when he refused to go to bed! Armed with his A to Z of the universe it was only a question of time before the interstellar savage visited Earth to add to his trophy collection. Touching down in 1997 LA, in the middle of a drugs war, he's not choosy where his ornaments come from and takes out criminals and policemen alike. And as ever, it's down to you as Lt. Pete Harrigan to take on the druggies and hunt out the best killer in the cosmos.

GAME GEAR- £29.99



The end of stage one; blow up the taxi to proceed.



Hostage at the top, bullet-proof vest at the bottom – which one to go for?

BITE THE BULLET

Harrigan isn't diving into the unknown alone, oh no! He's got an absolute heap of weaponry to help him serve his own brand of justice on the populace. You start the game with a standard issue firearm; it's the basic weapon and, in true cinematic style, it never runs out of bullets! Next is the Scatter Gun which sprays bullets across a wide field of fire. The Grenade Launcher is very effective on later levels and the traditional three-shot sawn-off Shotgun, which fires at three angles, is the most powerful of the lot. Provided you've got the ammo, you can swap between weapons whenever you wish.

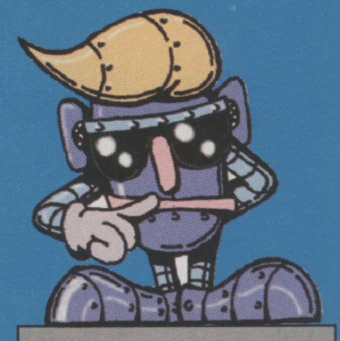
HUNTING GROUND

Old Harry may be tooled up to the toupee, but the Predator's no pussy! His weapons are formidable, such as the three-dot laser scope that picks off captives and even locks in on you from time to time. He's also got a a razor sharp flying disk to slice and dice your bones. To offer some meagre protection, Harrigan can pick up a flak jacket which restores energy and a first aid kit that gives you an extra life.

It's tough at the top!

BLINK AND YOU COULD MISS IT!

There are many niggles to be levelled at the gameplay, which is very unfortunate considering the amount of thought that's been put into the game's presentation. Sprites and pick-ups are much too small and it's difficult to make out what is going on at times. There's serious slow-down at the end of levels too, and the noise the game makes when you get hit is infuriating to the extreme!



❛ Predator 2 is an extremely fiddly game to play, but you'll be glad you took the trouble. There are some great touches such as the addition of the Predator's laser sights tracking you through the levels. It's just a pity more care wasn't taken with the graphics. Take a look. ❜

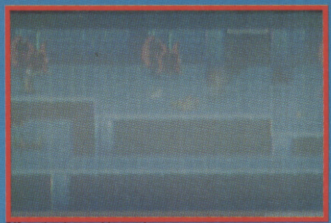
PAUL RAND

2

STOMPING GROUND

And it's not just the Predator you've got to keep an eye open for – the drug gangs are after your hide, too! They're easily wiped out with a grenade, but take more than one shot to die if you use any other weapon. This slight frustration is kept to a minimum however as there's a password system after every level – and boy, do you need it!

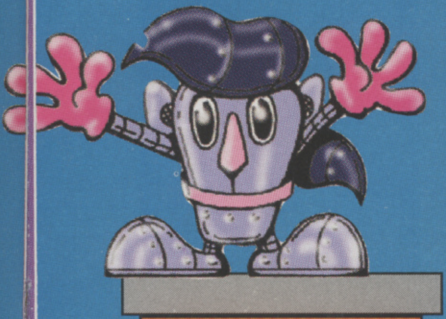
Why do aliens set up their homes in strange places like this slaughterhouse?



Nice to 'meat' you!

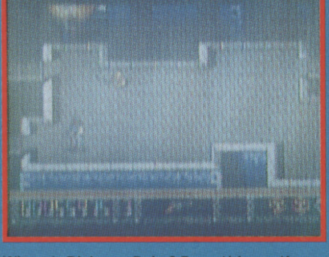
ARISTON AND ON AND ON...

Predator 2 features seven shoot 'em up levels, the aim of the game being to rescue police hostages scattered around the war-torn streets, building tops and the underground system. The gun-toting sprites are tiny, even by the Gear's standards, and come at you from every angle and crevasse, jumping out of door ways and sewers and leaping from behind fences.

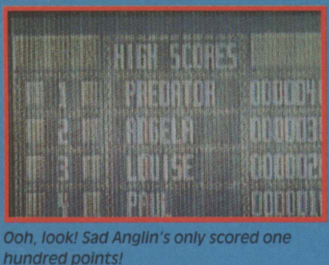


❛ Predator 2's ropey control system and minute sprites are just too hard on the eyes for any great enjoyment. And I hate games where diagonal shooting is required using a tiny joypad. A good variety of weapons and lots of baddies to shoot make up for some of the downers, though. Not a bad effort, but could have been better with more thought put into it. ❜

STEVE KEEN



Where's Dick van Dyke? Does this caption mean anything? Answers on a postcard...



```
HIGH SCORES
1  PREDATOR  000004
2  ANGELA    000003
3  LOUISE    000002
4  PAUL      000001
```

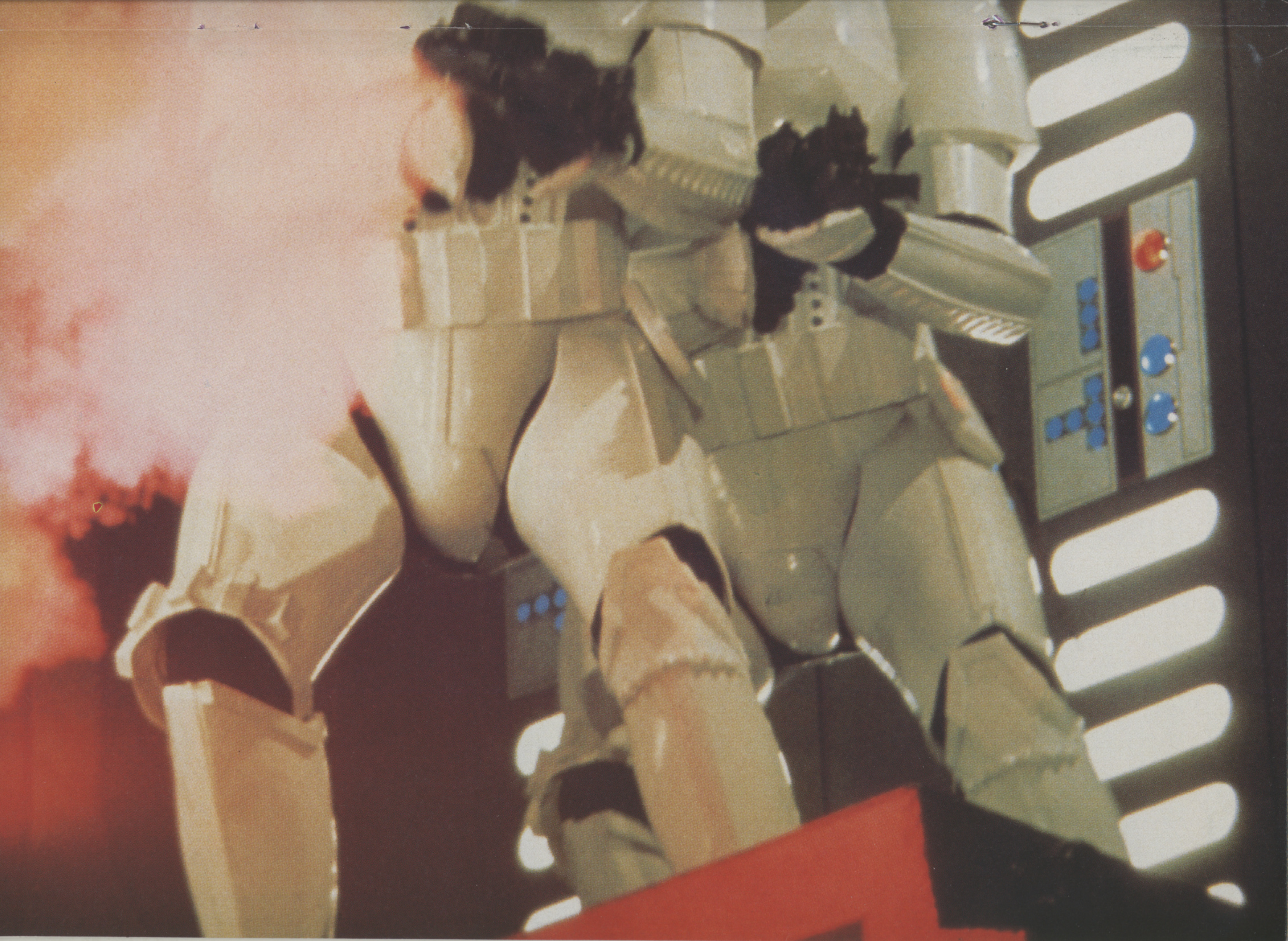
Ooh, look! Sad Anglin's only scored one hundred points!

7 LOOK	7 SOUND
5 FEEL	6 VALUE

78 OVERALL

STAR WARS

HAND-HELD GO! VIDEO GAMES



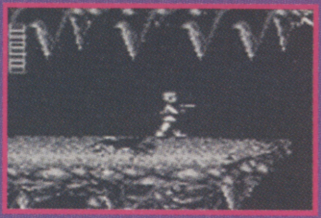
REVIEW

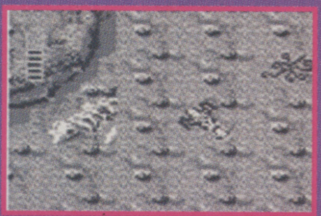
STAR WARS

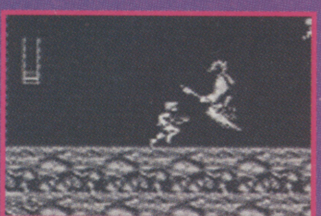
> Prepare to polish up your light sabre and cack yourself at the pure brilliance at Star Wars on the Game Boy! The backdrops are easily the most detailed I've seen on the Boy and the classic Star Wars tunes have been captured perfectly to give this game unrivalled atmosphere. The real winning feature in this game is its sheer size – it's massive! Expect yonks of looking for Chewie and the boys before facing the might of the Dark Lord Of The Sith!
>
> **PAUL ANGLIN**

What do big spaceships, seven-foot tall hairy monsters and helmeted blokes with breathing problems have in common? They, and others, come together in the greatest sci-fi movie ever – Star Wars. If you've never seen the film before you must be from another planet, but don't despair – Star Wars fever is sweeping the country yet again and the Game Boy cart is just the latest example of ho great the whole thing is. The game follows the movie's plot closely with encounters in Mos Eisley and a whole host of the Star Wars boys making an appearance. The film caused a revolution in the cinemas and went on to become the most popular space opera in history. A close convert of the recent NES version, does it smell of old Stormtroopers' boots, or is it the stuff that Jedis are made of?

GAME BOY- £25.99

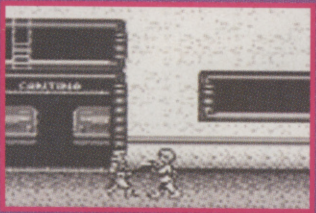

C'mon, I'm ready for you!

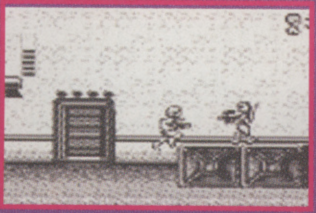

Here we see Canvey Island in rush hour.

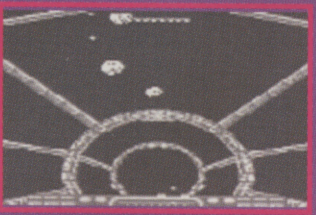

'Ave some of this!

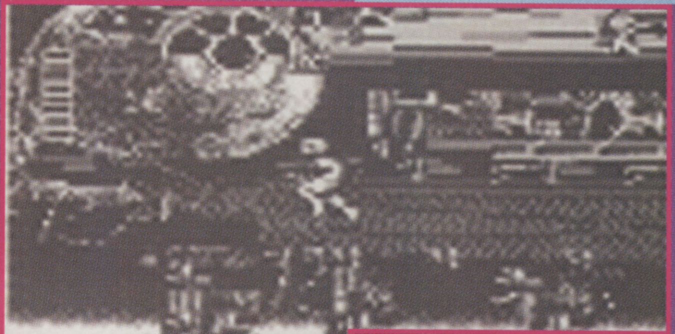
ANNOYING KID IN BANTHA FODDER SHOCKER

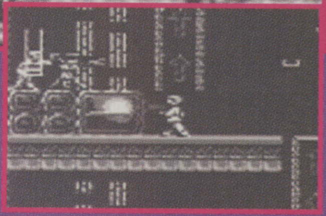
The original Star Wars movie has been around since the dawn of time and has enjoyed massive success across a trilogy spanning more than five years – and it looks as though momentum for production of the first three in the series is gathering!? Erm, how's that? Well you see, Star Wars is actually episode number four in a series of six, which means we've got the first three movies still to come! There were worries that these movies would never see the light of day but, with the recent surge of interest in the whole Star Wars phenomenon, rumours are rife that work is already under way. There was also talk that Macauley Culkin would play the young Luke, but it turns out that that's a load of old tosh. Phew!


Evening, my good man.


Ooh, lumme!

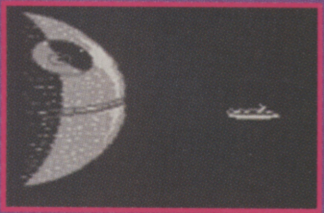

Is that an asteroid field or did the popcorn maker blow up?

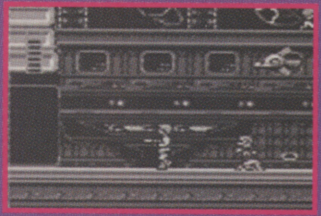

If I could just reach it...


Guess what he got for Christmas!

DEATH FOR STARDOM

Ever heard the saying "You've just jumped from the frying pan into the fire"? That takes on a whole new meaning in GB Star Wars! Escape the hazards of the Mos Eisley Spaceport and you'll immediately find yourself in the middle of an asteroid belt at the controls of the Millenium Falcon! Guide the fastest ship to ever do the Kessel Run through the storm without damaging Han's XR3i of the space lanes. Unfortunately, you don't make it to your intended destination of Alderan 'cos the evil force of the Death Star will pull you in and trap you aboard the mighty vessel – and the planet's been blown up anyway!


Help! It's massive!

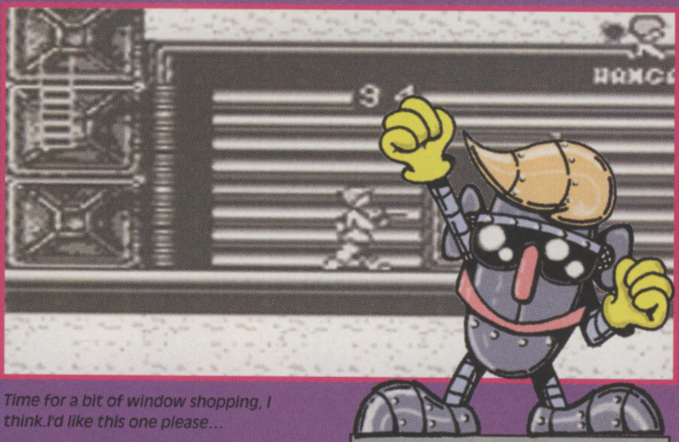

Turn around you fool, turn around!

FASTER THAN A SPEEDING BULLET

You start the game in a Landspeeder on the desert planet of Tatooine. At first you will be automatically guided to the first cave, where you can grab more powerful weaponry with which to blow the cack out of the Empire's evil minions. From there, guide your Landspeeder to the cave dwelling of Obi Wan Kenobi whilst avoiding the Sandpeople, and be careful – your speeder is not armed.

THE DREAM TEAM

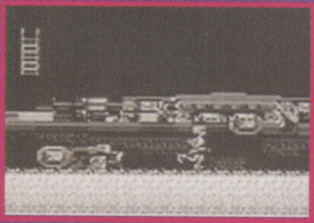
As well as being able to control Luke, the player also gets the opportunity to guide the other heroic characters through the game. Although you have to locate them first, Han, Leia, Obi Wan, Chewie, R2 and C3PO are all there for you to control; they all have their own special abilities and it is vital to the completion of the game that you work out each hero's strengths and weaknesses – so you can use each character to their best effect.



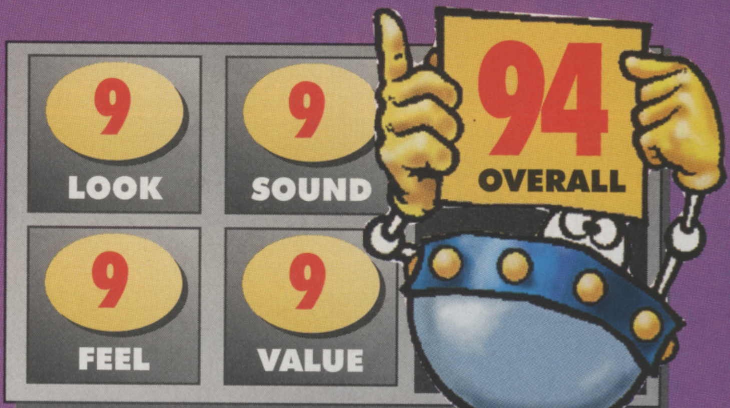
Time for a bit of window shopping, I think.I'd like this one please...

JAWA JAPERY

The Jawas' Sand Crawler is the easiest level to find in the Land Speeder. All you have to do is follow the tracks left by the Jawas' vehicle and you should come across their hideout. This is an essential part of the game, as it's here that you'll find that beloved droid R2-D2 – and as you all know, R2 is a dab hand at dealing with the Empire's computers, which can come in very handy when you're stuck in the Death Star with nowhere to go.


Now wouldn't it be easier flying the Falcon than all this running around?

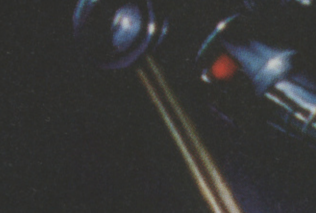
> ***"What a stunner! Star Wars on the Game Boy is, without a doubt, one of the best games ever to grace a hand-held! What we're talking about here is great graphics, loads of really difficult levels, a variety of different play styles and gameplay second to none! This is a massive cart and a massive challenge and if you miss out you should be institutionalised. In short, don't miss out on this utterly brilliant game!"***
>
> ***PAUL RAND***

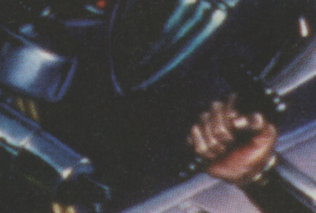


STRIDER™ II

These warrior types do everything the hard way! Rather than take a battalion of killer Striders on a death fest, one of them just decides to take on the evil Grand Master all on their own. Not the brightest idea ever, considering that the Grand Master is the hardest bloke in the cosmos. Or is he? With some real nifty weaponry up his sleeve, can Strider battle through and defeat the Galactic git and would-be overlord? Course he can, especially as he is also fighting for the attentions of a top pulsar princess!

GAME GEAR- £24.99


'Ave some of that!



Death becomes you.

BAD BAD BOYZ YOU MAKE ME FEEL SO GOOD

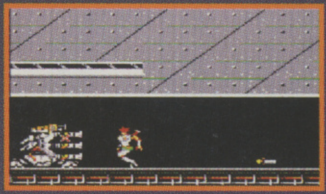
The baddies in Strider II are a strange bunch, ranging from the inhabitants of the Forbidden Forest who resemble dodgy Dalek clones, to flying seagulls that spit weird plasma balls of death. Also out to kill you are huge great spaceships that fire missiles at you. There are plenty of ground installations that cause you all kinds of grief – the best way to deal with them is to keep your distance and use those shurikens.

DEATH DEATH DEATH

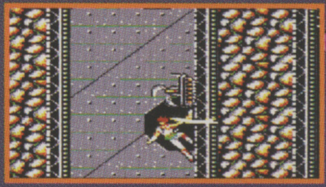
Since the last time we saw him, young Hirju (that's Strider by the way) has been in training and has managed to master the throwing skills of the deadly shurikens, and become even niftier with his huge Plasma sword. In use you simply press whichever direction you wish to face and push attack. To use the shurikens, just take your finger off the directional pad and hit that fire button!

GIVE ME A RING

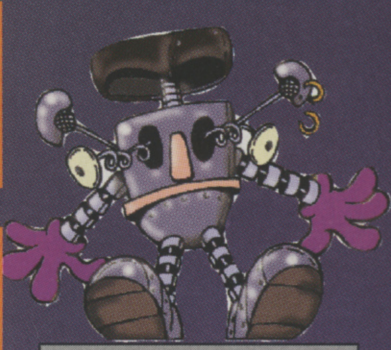
Ever read that grand novel Lord Of The Rings? Obviously not, otherwise you'd have heard the name Strider before. The Strider in this case however, was somewhat different. Rather than running around, killing people with a plasma sword, this fellow spent his time riding around on a horse and bearing the brunt of everyone's jokes about his rather tall size. This lad was so sad, his only weapon was a broken sword!



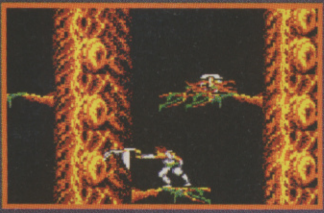
Now I have you!



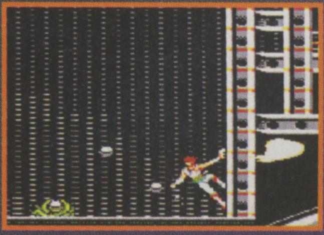
Uh oh – looks like trouble.



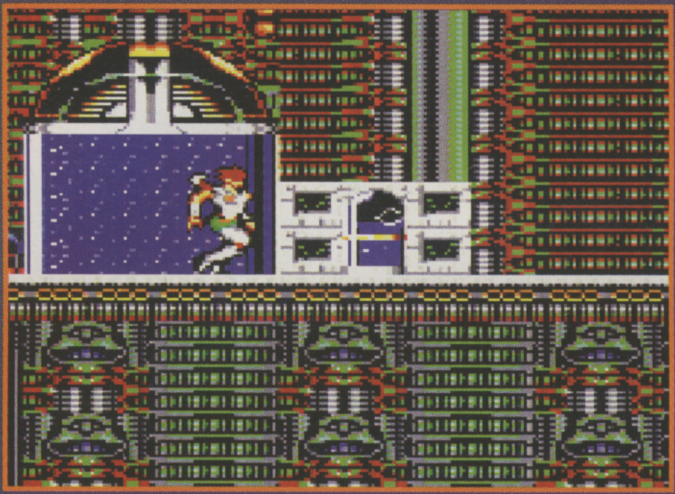
> *I'm sorry but I can find almost nothing good to say about Strider II. It's not terrible, but it's not very good either. Animation is poor, the sound is rather flat, and the dodgy collision detection means that you'll soon tire of dying when you haven't even been hit. I'm sure that the Game Gear is capable of much more than this. Gumph!*
>
> **PAUL ANGLIN**



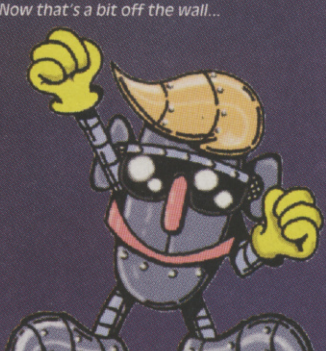
Uh oh – looks like trouble.



Now that's a bit off the wall...



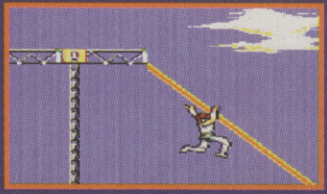
It's a bit bright in here!



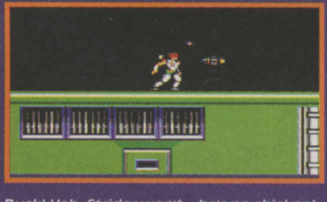
> *The original Strider never made it to Game gear, and fans of the coin-op and Megadrive versions are not going to be happy with this sequel. Sprites are too small and backdrops are very unimaginative, and play plods along at a lacklustre pace. Only consider Strider II if you're a massive fan of the original game.*
>
> **PAUL RAND**

PREVIOUSLY...

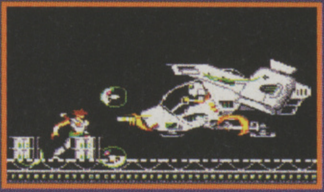
As the more nostalgic among you will know, this is not young Hirju's first outing in the console world. He first appeared on the Megadrive in 1990 and went down an absolute storm, making it only a matter of time before he would appear on Master System. This version managed to get games players the world over jumping out of their seats. The sequel is also set to appear on Megadrive and Master System, the latter bearing a vague resemblance to this GG cart.



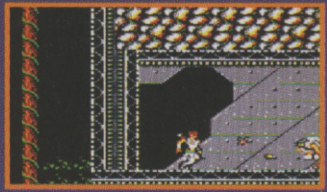
Just don't look down.



Duck! Hah, Strider won't – he's no chicken!



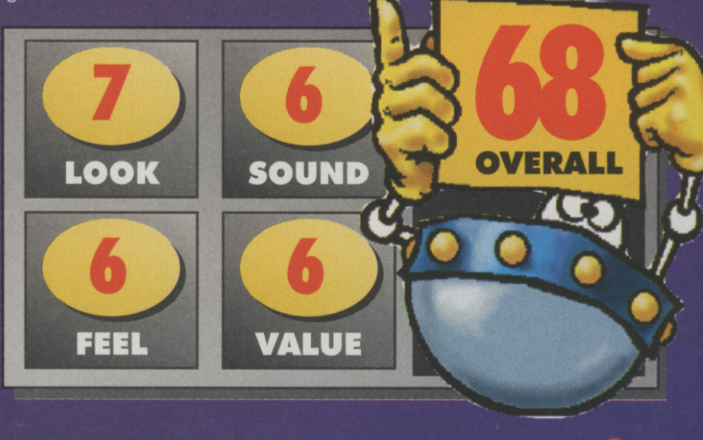
I'm forever blowing bubbles.



If you can't kill the baddies just do a little jig!

STRIDERMAN STRIDERMAN DOES WHATEVER A STRIDER CAN

One of the main features of Strider on the Megadrive was the ability to climb up just about anything, a feature which has made its way onto the GG sequel. By jumping towards the wall, Strider will cling to it; he can then climb around and hang off the ceiling, just like that Spider bloke. This feature is a great help; if Strider is unfortunate enough to miss a platform when he jumps, he can just grab on to the nearest wall!



7 LOOK

6 SOUND

6 FEEL

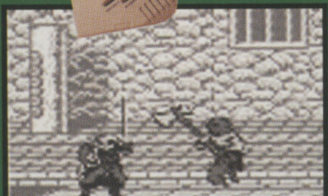
6 VALUE

68 OVERALL

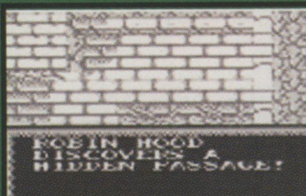
ROBIN HOOD

Robin Hood, Robin Hood, riding through the glen. Perhaps in the films, but in this Game Boy adventure old Robin's without a horse and stuck in the most annoying mess. King Richard has scarpered off to the crusades, leaving merry olde England in the vice-like grip of his evil brother, John. Bad times ahoy? You bet, especially when you take into account that nasty old Johnno's gone and given the wicked Sheriff of Nottingham free reign to do whatever he so wishes - which, as you can guess, isn't going to be very nice at all. You play the heroic feller from Locksley, and your task is simple; free the folk of Nottingham, rob from the rich, give to the poor, and try not to be bumped off in the process!

GAME BOY- £24.99

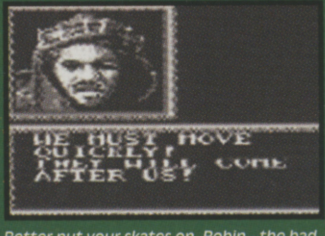


He may be big - and carrying a massive axe - but he's a pushover really.



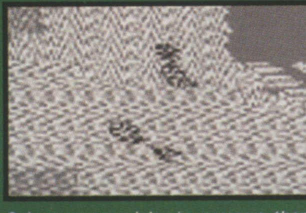
ROBIN HOOD DISCOVERS A HIDDEN PASSAGE!

Unfortunately, it's hidden by this large block of text.

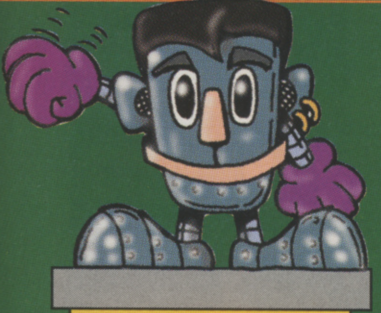


WE MUST MOVE QUICKLY! THEY WILL COME AFTER US!

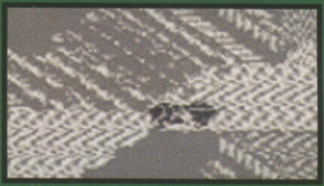
Better put your skates on, Robin - the bad lads are coming to get you!



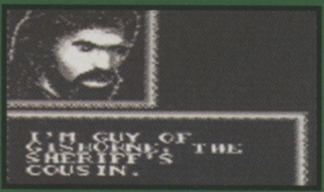
Only one more minion to massacre, then it's off for more robbing-of-rich-to-give-to-poor joviality.



> *Not really what I was expecting from a Robin Hood cart but this is actually pretty smart. The ease with which you can get into the game puts this one above the few other Game Boy RPGs available. If you enjoy this sort of adventure then snap it up but if not, you're probably better advised to stay away 'cos this is for true adventure fanatics only.*
>
> ***PAUL ANGLIN***



Battling with a baddy in the catacombs under the castle.

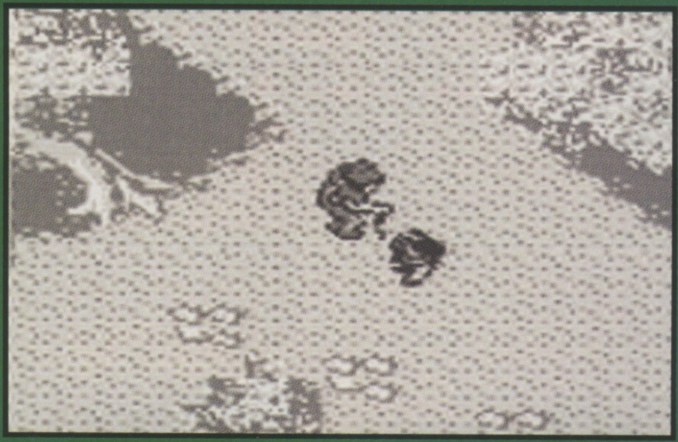


I'M GUY OF GISBORNE, THE SHERIFF'S COUSIN.

Keep an eye on this one - the beady-eyed cad.

POWER TO THE PEOPLE

Robin and his pals are only human, and if they get hit they'll get hurt - but they'll not die straight away. The party has a number of hit points up to a maximum of one hundred - and a number of points are lost every time you're smacked by a baddy. Make sure you've found one or two yellow potions on your travels; if you take one, it'll restore your energy to the full amount!



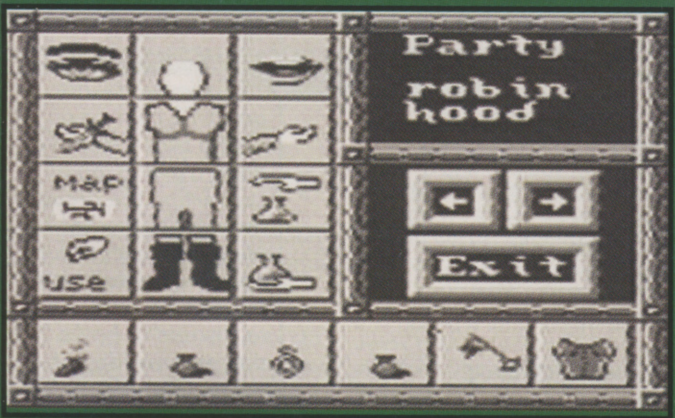
"Excuse me, aged and toothless and bent old crone." "'Ow d'ya know me name?"

COLLECT THE SET

There's no such thing as an adventure game without things to pick up and use, and Robin Hood is no exception. There are a lot of things to find in this cart, from apples and potions to bows and arrows, and most things have a legitimate use that will allow you to complete the game with the minimum of hassle. Mind you, you've got to really scour the area for some items, especially door keys. Fortunately, when you discover a locked door, the key to it can usually be found at the location that you're in - rather stupid really but dead handy for any impatient adventurers.

SCRAPPY DAPPY DOO!

It's a rough old place, Nottingham, and you've got to be prepared to take on the town's knuckle-draggers, most of which just happen to be the Sheriff of Nottingham's minions. Luckily, you'll have gotten together a hearty band of blokes by the time you get into your first big scrap, so it's not going to be a totally unfair fight. When the fists start flying, you're given the opportunity to choose which character you wish to control by hitting Start. Simply select one of your party members and smack away, while the rest get on with the task in hand by themselves.



Here's a breakdown of Robin and his possessions - click on the arrows to scroll through the other party members.

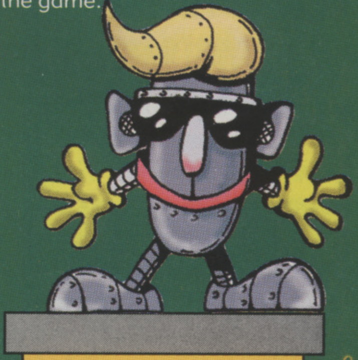
HARD-HITTIN' HOOD

Not all fighting is done on the bird's-eye view screen - sometimes, when it's one-on-one action, the screen switches to a side-on look at the action, with you controlling your fighter against the Game Boy-controlled enemy. The scrapping's simple - hit the opponent with your sword until his energy runs out and try not to get walloped in the process. Sounds easy? It is, generally!

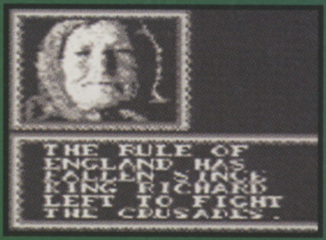
My, what a large chest you've got!

CAN WE TALK?

Life can be a lonely thing, but not if your name is Hood. It seems as though everybody wants to know Robin, from incarcerated soothsayers to toothless old crones, and eventually his famous Merry Men. Many of these folks have something interesting to say, and you can chat to them by selecting 'Talk' from the menu screen. You can't hold conversations with them, but any info they possess will be readily divulged and will come in handy later in the game.



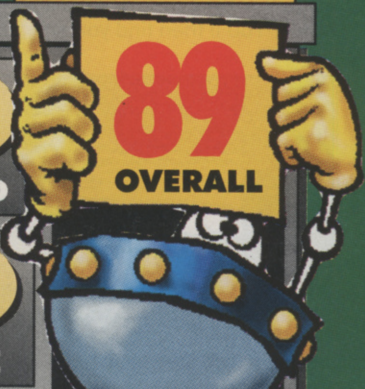
> *Role-playing games are few and far between on the Game Boy, so it's good to see one as polished as Robin Hood make an appearance. Graphically it's great, and there's lots to see and do during your quest. Not everyone's cup of tea, but if you enjoy the genre you'll have tons of fun with this one.*
>
> ***PAUL RAND***



THE RULE OF ENGLAND HAS FALLEN SINCE KING RICHARD LEFT TO FIGHT THE CRUSADES.

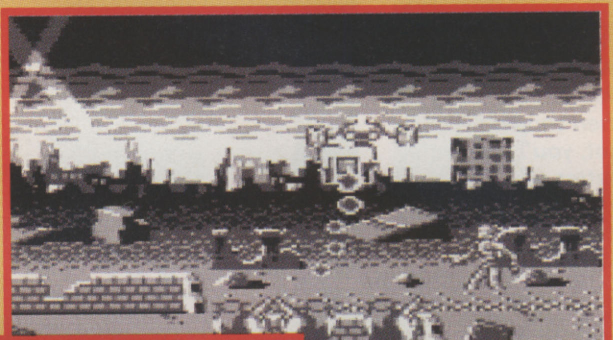
Old peasants meddling in politics - what is the world coming to?

8 LOOK	7 SOUND
8 FEEL	8 VALUE

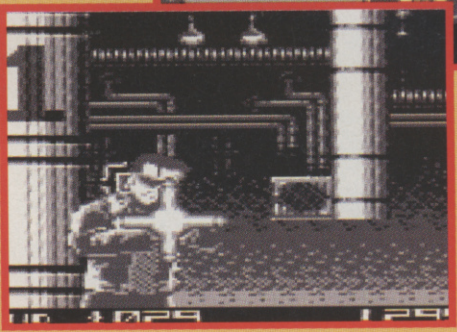


T2 THE ARCADE GAME

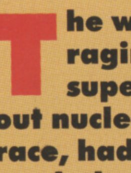
The war against the machines had been raging for thirty years. Skynet, the supercomputer which launched an all-out nuclear strike against the entire human race, had almost won. Luckily its attempt to crush the resistance by sending a T-800 Terminator unit back in time to the year 1984 to kill the mother of the humans' then-unborn leader had failed. Now, Skynet is trying once more to kill John Connor, by sending an updated Terminator, the almost-unstoppable T-1000, through time to destroy John at the age of ten. You play the role of a re-programmed T-800, fighting on the side of the humans. In this surprise Game Boy conversion of the graphically stunning coin-op, you must take on Skynet before going back in time to guard young Connor from the mimi-polymetal assassin. Can you win through? No problemo!



Uh-oh – HK coming in.



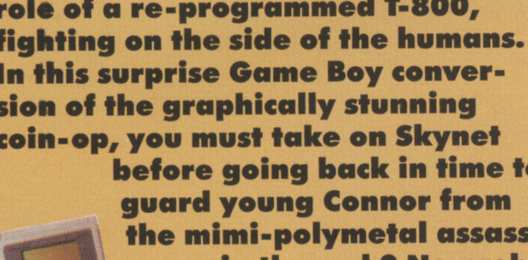
Well that's not very friendly, is it?



GAME BOY- £24.99

I'LL BE BACK

The action all takes place across two time-zones; starting in the future, blast away at Terminators and HKs on your way to the Time Displacement Device. You'll then find yourself in present-day Los Angeles, where you must battle against SWAT teams and the dreaded T-1000, while assisting John and Sarah Connor in shutting down the Cyberdyne building where Skynet was created. If you can destroy the building the Skynet computer will never be built.

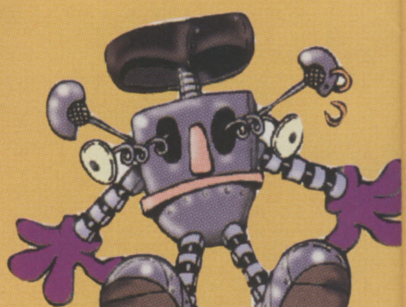


Now that's a BIG momma!

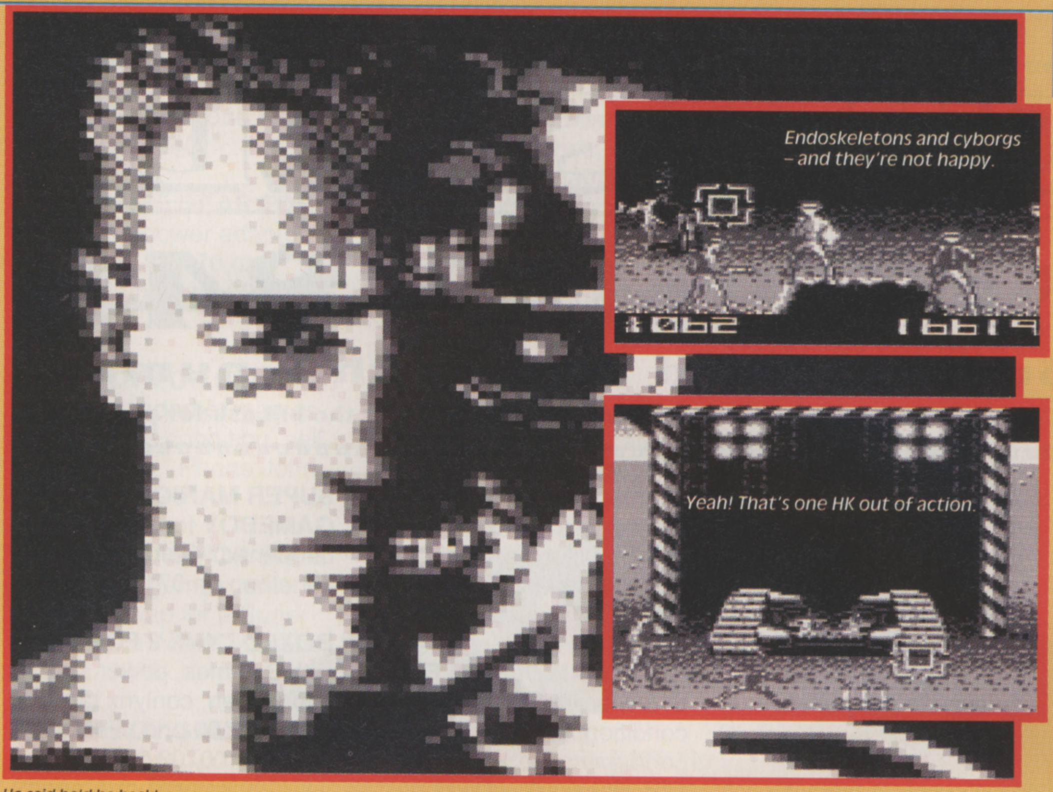
I NEED YOUR CLOTHES, YOUR BOOTS AND YOUR MOTORCYCLE

He may be a Terminator, but our hero still needs a helping hand. Luckily, you can find a number of useful items dotted around the levels - here's a run-down of some of the most important ones.

RAPID FIRE COOLANT: Allows super-fast shooting for a period of time.
RAPID FIRE RECHARGE: Restores your gun to maximum efficiency.
ROCKET: Adds sixteen rockets to your arsenal.
SHIELD: Invincibility for a few seconds.
SMART BOMB: Clears the screen of all enemies.
EXTRA LIFE: Gain a free Arnie.



> *“Who'd have believed it – the great T2 coin-op on Game Boy! LJN have done a grand job of converting the arcade monster to the not-big Nintendo, except for one small detail - it's far, far too easy. I got to the end in half a day; not my idea of value. Graphically brilliant, T2 - The Arcade Game could have been one cracking cart had it been a little tougher.”*
>
> **PAUL RAND**

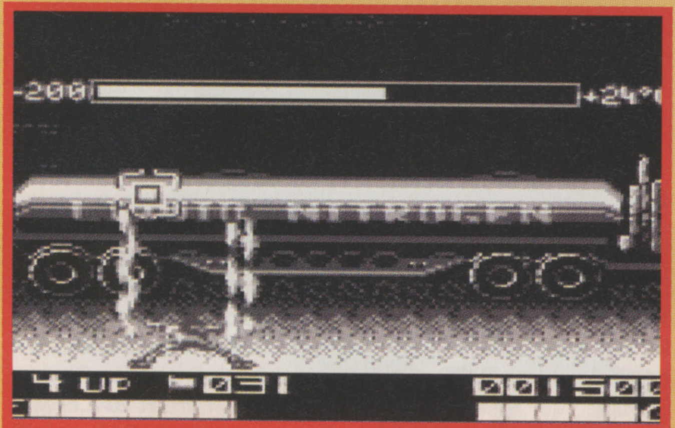

Endoskeletons and cyborgs – and they're not happy.

Yeah! That's one HK out of action.

He said he'd be back!

I WILL NOT KILL ANYONE

The most common enemies you'll come across in T2 The Arcade Game are other T-800 units. They come in two forms; endoskeleton warriors and cybernetic organisms – cyborgs. Both types are equally dangerous and should be destroyed on sight. Next up are the HKs, and again there are two kinds; air and ground-based. Airborne HKs are the most difficult to pin down but aren't too hot weapons-wise, whereas the land-lubbing machines are easy to hit but fire rockets at you like no-one's business. Once you go back in time, you've got to take on police SWAT team members but don't kill them. Just shoot to maim them otherwise you'll lose big points.

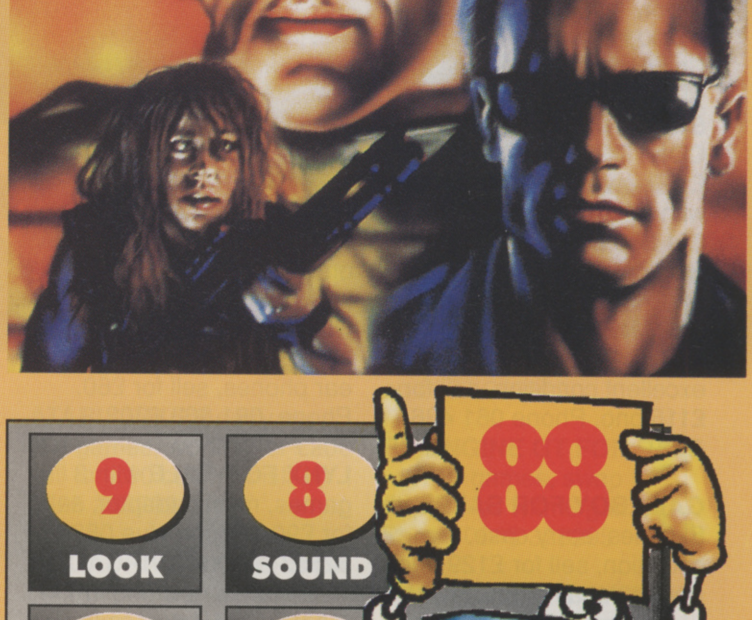


HASTA LA VISTA, BABY

Terminator 2 Judgment Day is a movie most of you should have seen by now. Young Anglin certainly has. He went out and bought the limited edition boxed set, including the original Terminator film and The Making Of T2, for thirty quid! But did you know that there's going to be a third installment? That's what we're hearing! And guess who's apparently been offered a major role in the film? None other than Jimmy Nail, otherwise known as Spender and Oz out of Auf Weidersehen, Pet! Gan canny, man!

THANKS...to Console Plus (0532 500445) for the review cartridge.

> *I thought LJN were spinning a few chins when I heard about this but it really is here. T2 - The Arcade Game is a brilliant translation of the coin-op considering the restrictions of the baby Nintendo. Unfortunately, it's just not £25 worth! We managed to get to the last level in one day! It's a real shame 'cos apart from this major hiccup it's a hell of a cart. Oh well.*
>
> **PAUL ANGLIN**



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ATARI LYNX with 9 games, kit case, power adaptor, sell for £190. Phone 0303 813279

ATARI LYNX CATRIGES FOR SALE, Phone 0404 814296

SEGA GAME GEAR FOR SALE with 4 great games, sell for £135. Phone Andrew on 081 749 3853

ATARI LYNX 2 FOR SALE

with 7 games, power supply, carry case, mains adaptor, sell for £200. Phone Angala on 0353 624546

SEGA GAME GEAR FOR SALE with power adaptor, boxed, sell for £70 ono. Phone Damian on 0249 816205

GAMEBOY FOR SALE with 13 games, adaptor, games light, in good condition, sell for £230 ono. Phone John on 0969 50234

COMMODORE FOR SALE with lots of games, sell for £120, or swap for a Super Nintendo. Phone Camren 0293 773896

6 GAMEBOY GAMES FOR SALE sell for £100 ono. Phone Arthur on 0925 268102

SEGA MASTER SYSTEM 2 FOR SALE with 2 control pads, 5 games, sell for £135. Phone Dan 0970 624936

TURTLES 4 for the Super Nintendo, will sell for £35 ono. Phone Alex on 081 886 7634

GAMEBOY with 6 games, boxed, game light, carry case, sell for £160 ono. Phone Jonathan after 4pm on 0257 266892

PC ENGINE GT FOR SALE with 13 games, swap for Super Nes with 6 games. Phone 0245 328995

SWAP MASTER SYSTEM with 4 games, 2 controllers, swap for Gameboy with 2 game. Phone Lawrance 0843 869028

GAMEBOY GAMES FOR SALE all in good condition, sell for £15 each. Phone Chris after 6pm on 0494 812355

SEGA GAME GEAR FOR SALE, sell for £120, with 3 games, carry case, screen and adaptor. Phone 0242 513820

GAMEBOY with 5 games, all boxed with instruction, game light, carry case, stereo head phones, sell for £110. Phone Jonathan 0743 791096

SWAP UK JAP CONVERTER for Super Nintendo. Phone 081 868 8908

SEGA GAME GEAR FOR SALE with 3 games, carry case, ac adaptor, perfect condition, sell for £130 ono. Phone Scott 0738 33949

ATARI 520 SPSM for sale with over 100 games, word processing software, sell for £260, or swap for a Megadrive with lots of games. Phone Brian on 031 552 9196

GAMEBOY FOR SALE with 4 top games, sell for £100 or swap for 4 -5 Megadrive games. Phone 081 593 3018

ATARI LYNX FOR SALE with War Birds, unscrached screen, all boxed, sell for under £60, consider swap. Phone Brian on 031 552 9196

GAMEBOY GAMES FOR SALE with games. Phone 081 840 5567

GAME GEAR FOR SALE in good condition, with 4 game, all boxed, sell for £120. Phone Jamie on 0492 518896

ATARI LYNX 2 FOR SALE with 3 games, boxed with instructions, sell for £100 ono. Phone 0268 758682

GAMEBOY with carry case, 8 games, light screen and magnifier, rechargable batteries, adaptor, sell for £150 ono. Phone Chapman on 0532 362345

2 GAME GEAR GAMES FOR SALE boxed with instructions, excellent condition, sell for £15 each. Phone Anthony on 0606 768589

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PC ENGINE GT FOR SALE with mains adaptor, sell for £300. Phone Raymond on 0354 694089

ATARI LYNX FOR SALE with 3 games, with accessories, sell for £130 ono. Phone Neil on 051 426 0138 after 5pm

GAMEBOY with 3 games, light, carry case, good condition, sell for £80. Phone Lee 081 577 5901

NINTENDO NES and Gameboy games for sale. Phone James 0483 570610

SWAP GAME GEAR with 6 games, for Super Nintendo and 1 game. Phone Stuart on 081 888 4669

ATARI LYNX FOR SALE with 7 games, carry case, mains adaptor, sell for £130. Phone Andrew on 0483 272302

GAMEBOY FOR SALE with 7 games, carry case, magnifier, light, sell for £120. Phone Kerry on 081 459 0342

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NINTENDO GAME BOY FOR SALE incl. rechargeble battery a switch sticks and 8 games. Games incl. Simpons, Mario, Megaman 2, Castlevania and more. Ring Nathan on 0604 409173

ATARI LYNX FOR SALE with 6 games incl. adaptor, and conlink lead, good condition sell for £140 phone 0254 889380 after 6pm

SWAP Shadow of The Beast 2, Space Fighter 2, The Games for Amiga. Exchange for Gameboy phone 0247 872575

FOR SALE ATARI LYNX 2 with 2 games and mains adaptor all boxed for £110 phone 0773 602035

SWAP MY LYNX GAMES for your Lynx games phone Edward on 0793 762413 from 4pm to 6pm

MASTERSYSTEM sell for £140 with 2 joy sticks. 3 months old. Call; 081 312 1280

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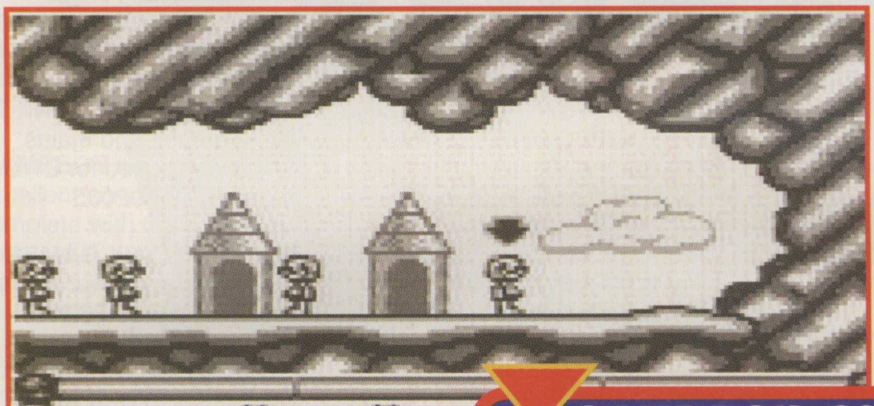
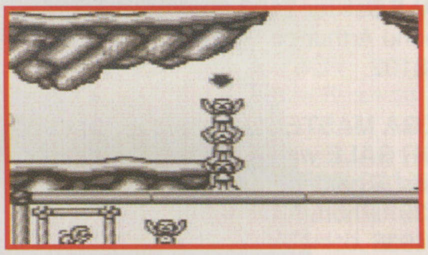
PREVIEWS

HUMANS

If you're after a game that offers some real stimulation of the grey cells, then try this. Humans originally appeared on the Amiga, via those top boys and girls at Mirage. Gameplay is akin to that seen in Lemmings, insofar as you have to guide your tribe through the levels, using their skills to complete each stage. After blagging a brief play, the *GO!* boys came to the conclusion that Humans is looking very solid. As you can see from the screenshots, the graphics have remained very simple but extremely clear, while gameplay seems to be just the same as that of the Amiga and Lynx versions. This could be a real hit when it gets to the shelves – look out for the full *GO!* review in the next ish!



Looks like the changing of the guard!

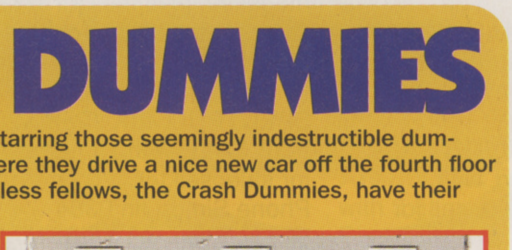


It's a Human totem pole!

GAME BOY £24.99 BY GAMETEK

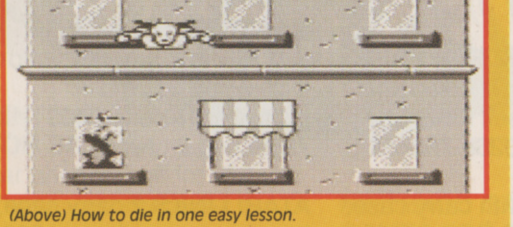
CRASH DUMMIES

Remember the old Volvo ads starring those seemingly indestructible dummies? You know, the one where they drive a nice new car off the fourth floor of a building? Now those hapless fellows, the Crash Dummies, have their own game on Nintendo's handheld! The idea is that you guide the Dummies through level after level of, well, crashes! Accidents like jumping off a building to try and perfect your back somersault and even ploughing a car into a wall at sixty miles an hour await masochistic players! Crash Dummies is a real example of what games should be – original! After all, a game in which you have to try to kill the guy you're controlling can hardly be called run-of-the-mill, can it? From what we've seen, the gameplay is a real riot with two-player fun and laffs on offer as well. We'll have the full ***GO!*** lowdown next month so don't miss it!



(Above) How to die in one easy lesson.

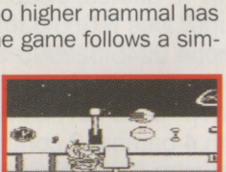
(Below) Go on – jump!



GAME BOY £24.99 BY LJN

SPACE CADET

Ever heard of a cartoon called the Ren and Stimpy show? No? Apparently it's an all-new animated series that's taking the States by storm, and now there's a game based on it! Ren and Stimpy are two space cadets who spend their time boldly going where no higher mammal has ever gone before. The game follows a similar pattern to the cartoons, with Cadet Stimpy bodging things up left, right and centre and Ren suffering the consequences. In this particular instance, Stimpy has managed to lose Ren, forcing the young fellow to search for his pal before he becomes alien meat! Makers THQ haven't set the world on fire with previous efforts, but this looks set to smash that reputation. Keep an eye open for the ***GO!*** Review!



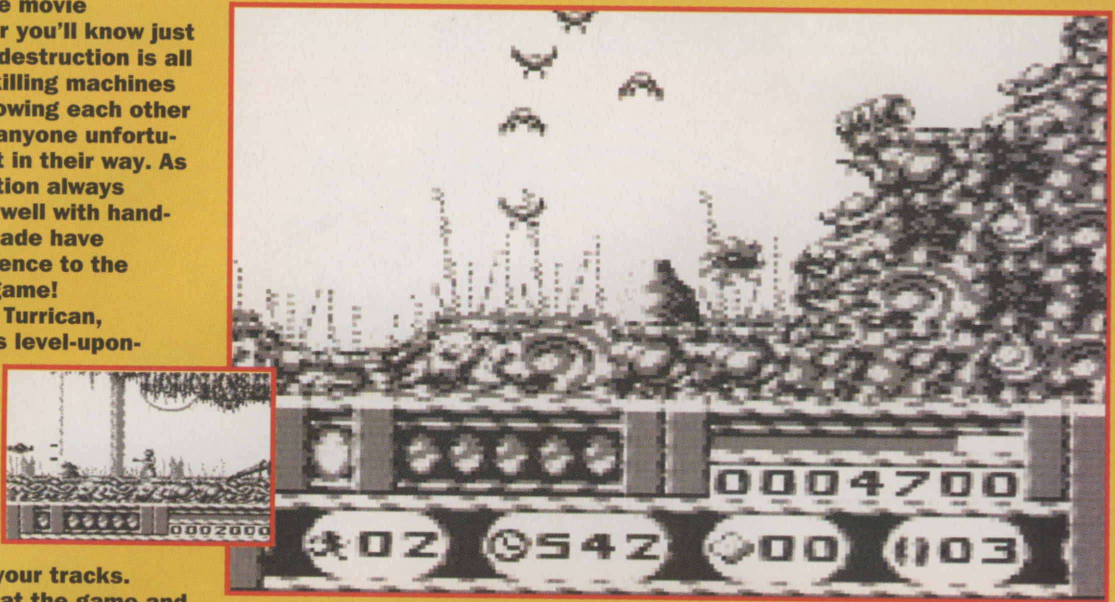
Ooh, look – a chair.

GAME BOY

£24.99 BY THQ

UNIVERSAL SOLDIER

If you've seen the movie Universal Soldier you'll know just what death and destruction is all about – two huge killing machines running around, blowing each other up and wiping out anyone unfortunate enough to get in their way. As death and destruction always seems to go down well with hand-held owners, Accolade have snapped up the licence to the Universal Soldier game! Looking not unlike Turrican, Universal Soldier is level-upon-level of mayhem, with you pitting your wits – and a large array of weapons – against an assortment of baddies that are out to stop you in your tracks. We've had a crack at the game and can tell you that, if Turrican-style blasting is your cup of tea, you'd be more than happy to have Universal Soldier in your collection.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(Inset) 'Ave some, matey! (Above) Sonic makes a guest appearance!

GAME BOY £24.99 BY ACCOLADE

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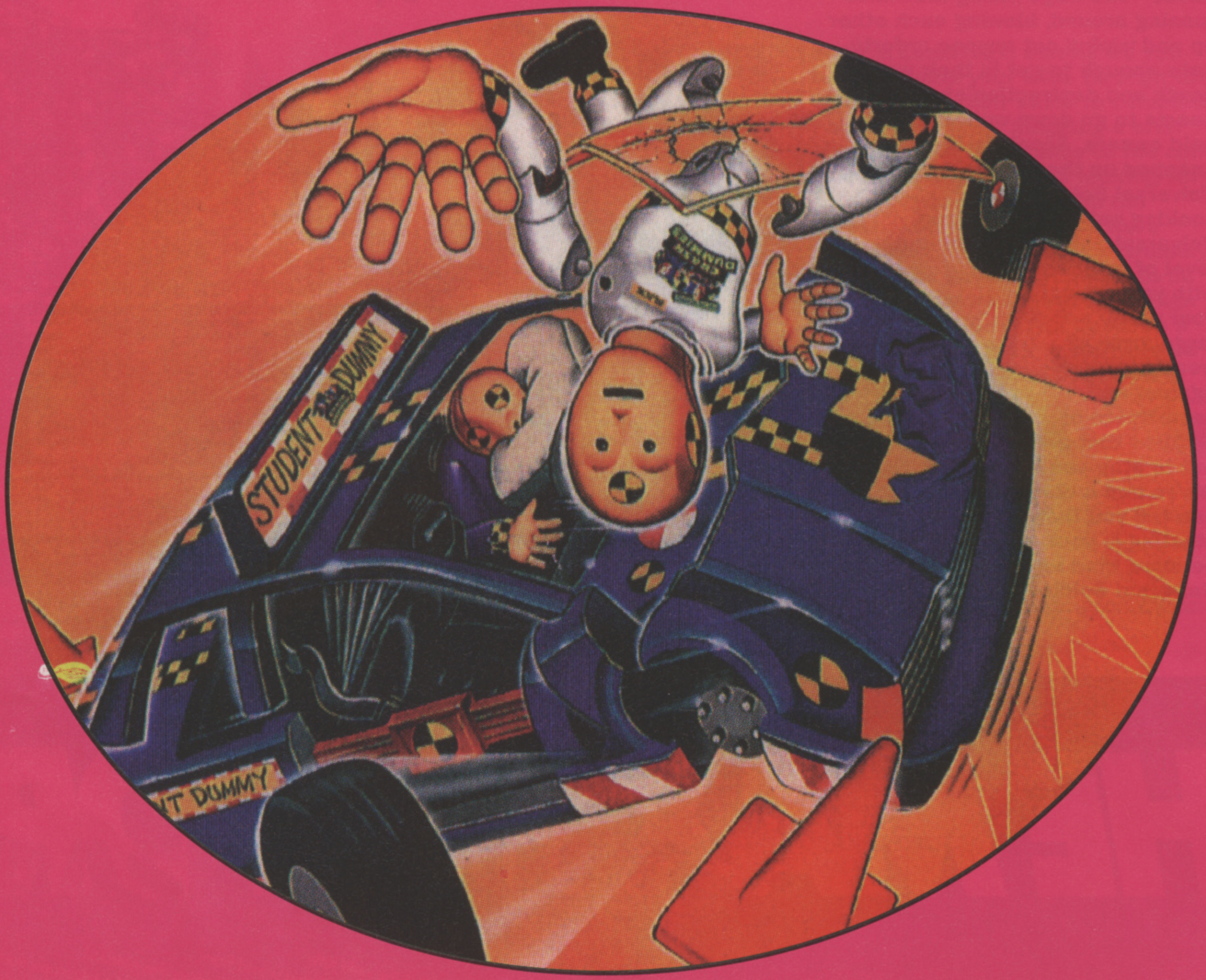
NEXT MONTH!



DON'T MISS THE APRIL ISSUE OF GO! IT'S A HEAD-ON SMASH!

WE'LL BE BRINGING YOU SUCH SMASHES AS:

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